

PRIMA'S OFFICIAL STRATEGY GUIDE

# GAUNTLET<sup>®</sup> DARK LEGACY<sup>™</sup>

For PlayStation<sup>®2</sup>  
computer entertainment system

DETAILED  
LEVEL  
MAPS!



PRIMA<sup>®</sup>  
GAMES

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ESRB



# GAUNTLET® DARK LEGACY™

## Prima's Official Strategy Guide

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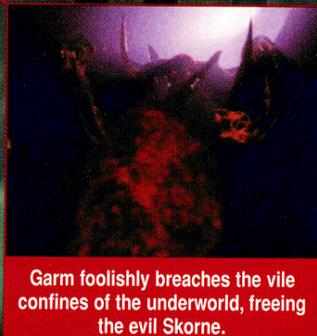
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## Introduction

# The Journey Into Darkness Continues



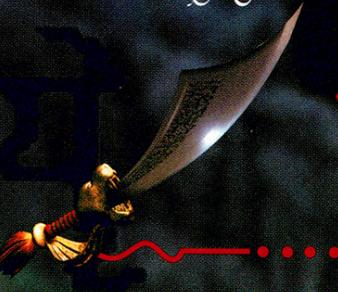
Garm foolishly breaches the vile confines of the underworld, freeing the evil Skorne.

With a portal open to the world of men, Skorne sent his guardians out to subdue the land. Only through the valor of Sumner and the four heroes drawn from the corners of the world were the guardians driven back into the Underworld. Worn and weary from their battles across the eight realms of the earth, the heroes pursued Skorne to the Underworld, destroying him and defeating the evil for good ... or so they thought.



After the horrific battle with Skorne, the exhausted champions leave the shattered body of the demon prince scattered across his Underworld throne room. Garm, injured and insane, reaches out to one of the shattered remnants of Skorne's evil. With his last breath, Garm draws the dark essence of the fallen demon into himself. Garm has only one thought—conquest!

The weary heroes return to Sumner, but instead of finding the people of the realms celebrating their victory, they find utter devastation. Hordes of undead ravage the land. The journey into darkness has begun anew.



## The Quest

### Shards



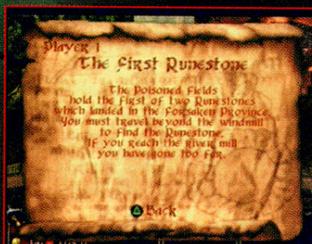
### Runestones

Using the Runestones, Garm breached the Underworld and released the great evil of Skorne. After Skorne defeated Garm and unleashed his guardians upon the world, Skorne scattered the Runestones across the eight realms so that they could never be used against him. Collect twelve of the thirteen Runestones to follow Skorne to the Underworld and destroy his evil forever.



Each stone is carefully hidden, and many are guarded by Skorne's most capable warriors.

Sumner will give you hints to help find the Runestones.



### Crystals



Skorne has locked away each realm behind a magical barrier. The only way to bypass the barriers is with mystic Crystals. Crystals absorb magical energies, leeching away the power behind Skorne's spells. If you have enough Crystals of a particular type, you can breach Skorne's defenses and gain access to each realm. Crystals come in different colors, each color draining the energies of one of the barriers.

The benevolent Wizard Sumner has summoned the 15 Orange Crystals necessary to destroy the barrier protecting the Forsaken Province. Collect more Crystals in the Forsaken Province to penetrate the shields barring the Mountain Realm, and so on. Find Crystals in each realm to open the barrier to the next one.



Collect the 15 Orange Crystals that Sumner has summoned to his Tower.



### Golden Icons



Defeat Gargoyles in the levels to collect Golden Icons.

Your final obstacle is a series of stone Gargoyles in the Tower that prevent you from gaining access to certain portions of Sumner's Tower. The Gargoyles were loyal to Sumner, until Skorne corrupted them. Collect Golden Icons to restore the Gargoyles to Sumner's service. Golden Icons come in three varieties—Golden Snake Fangs, Golden Eagle Feathers, and Golden Lion's Claws. Collecting a sufficient number of Icons grants you access to the Intermediate (12 Golden Snake Fangs), Hard (20 Golden Eagle Feathers), and Battle Ground levels (28 Golden Lion Claws).

## Game Controls



Default controls

The game controls come in four varieties—default, Arcade, One-Handed, and Robotron. The directions given in this guide are based on default controls.

There are several attack types in the game, and each is useful in different circumstances. Use the directional buttons or the analog thumb pad to control your character's movement and attacks.

## Offensive and Defensive Maneuvering

**Two-Player Combo:** Use this with another player in a multiplayer game to combine your Turbo strength for creative and effective attacks. Each pair of players has a different Two-Player Combo attack—experiment with all of them. Two-Player Combos drain power on your Turbo bar.

**Charge:** This attack lets your character charge forward at an accelerated speed, causing damage to any enemy that he or she encounters. Charging drains power on your Turbo bar, so use it sparingly.

**Quick Attack:** Your fastest attack type—allowing you to pepper off high speed, low damage shots—the Quick attack is best against Grunts and lesser enemies.

**Slow Attack:** The Slow attack is a lower speed, higher damage attack. It is useful when sniping from a distance or facing tougher opponents.

**Combos:** Characters have linked attacks that inflict greater damage to enemies and generators only during hand-to-hand combat. Try these:

■  
■, ■  
■, ■, ■  
■, ■, ■, ■  
■, ■, ■, ■, ■

**Turbo Attack:** Turbo attacks utilize your most powerful offensive weapons. The strength and type of your Turbo attack depends on how much energy is stored in your Turbo bar. When your Turbo bar is flashing from red to violet, you can utilize your most powerful Turbo attack. When the Turbo bar is yellow, slowly filling to red, you can utilize a less powerful attack. If your Turbo bar is black, slowly filling to yellow, you cannot use a Turbo attack.

**Magic:** Use Magic in three ways. Press ● once to detonate a burst of mystic energy. Hold down ● and use the directional keys or analog thumb pad to toss a Potion like a grenade. Quickly double-tap ● to surround a character in annihilating energies that follow it wherever it goes.

**Strafe:** Hold □ and use the directional buttons or analog thumb pad to move the character slowly in any direction while firing forward.

**Defend:** Hold □ to get into a defensive stance. While in a defensive stance, the character is much less likely to take damage. This moment of virtual invulnerability is indicated by a series of rings floating around the character. Defend when attempting to avoid explosive damage, trap damage, or any other powerful attack.

## Gameplay Tips

- **Explore, explore, explore!** Look in every nook and cranny of a level, taking shots at any suspicious length of wall for secret goodies and passageways.
- **Listen up!** A roar means trouble. When you hear Kamikazes roar, inch forward carefully; they can come out of nowhere.
- **Be careful of stray shots.** Sometimes they will hit an enemy, other times they may detonate an Explosive or Poison Barrel, destroying useful items nearby. In multiplayer mode, errant shots can stun or injure other characters.
- **Take out generators and other hazards first.** When facing large groups of enemies, rush around and destroy monster generators before engaging the raging hordes. Otherwise, generators may replace your enemies quicker than you can kill them.

- **Pause before collecting the contents of Barrels and Chests.** Often you'll find poisoned fruit, meat, or Junk. If you rush in and grab whatever comes your way, you'll often regret it.
- **Switch to Secret Heroes as soon as you get them.** They offer more benefit from level promotions than normal characters. Secret Heroes start with higher stats, and have higher stat maximums.
- **Save every time you return to the Tower.**
- **Use Gold to buy character attribute upgrades rather than expendable weapons.** If you have a character that is very weak in one category, load up on that attribute to balance him out.
- **Watch for cowardly shooters.** Some Bombers and Crossbowmen will retreat if you rush them, but they keep attacking as they go. Corner them to kill them from close range or snipe at them from a great distance. Move erratically to avoid their fire.
- **Don't underestimate ankle biters, especially in later levels where these little buggers can attack as quickly as three times every two seconds.**
- **Don't go after any of the bosses until you have their corresponding Legend Item.** Although it's possible to defeat them without the Legend Item, it's a *bloody prospect*.
- **Use the compass.** Activate the compass in Game Options so that it displays in the lower left corner of the screen. The compass will help you find your way through the twists and turns of many serpentine levels.
- **Use the Auto attack feature.** If you have a useful item like Fire Breath or Storm Hammer, don't waste its devastating effects on lowly grunts. If you activated the Auto attack feature, you can rush the cretins, tearing them apart and preserving more deadly items for worthy adversaries.
- **There is no dishonor in retreat.** You will often be ambushed and attacked from several sides at once. Retreating to safer ground and eliminating your enemies at a safe distance is a useful tactic.
- **Learn to block.** Sometimes you can't avoid being hit. However, if you raise your defenses with a block, you can avoid taking damage. This tactic is especially useful when facing Generals, Golems, and Gargoyles.
- **Collect every Crystal you find.** The game is laid out so that you can progress to the next realm without having to play any level more than once—on the condition that you collect every *Crystal* you encounter.
- **Don't be afraid to use your Turbo.** Your Turbo recharges very quickly, allowing you to activate your most potent attacks every minute or so. If you don't use your Turbo when you have a full Turbo bar, you are wasting energy. Beware, though—often, you'll use your Turbo on lesser enemies, only to need it for a Golem, General, or Gargoyle a few steps later.
- **Your Turbo Level 3 attack is preferable, especially if your Turbo Level 2 only works at close range, like the Valkyrie's.** The Archer and the Wizard are the exceptions—their Level 2s are quite potent.
- **Take out Generals from a distance.** Generals share one of your most potent abilities—blocking. Once they have engaged you in combat, Generals are likely to block your Turbo or Magic attacks. However, if you take out a General at range before it knows you are there, it has no chance to raise its defenses.
- **Catch Generals and Golems on the corners of buildings and walls.** These vicious creatures always move directly toward you. Put an obstacle between you and it; there is a good chance the enemy will become immobilized as it pushes against the obstacle. Then, take it apart from a distance.
- **Snipe whenever you can.** If you find groups of enemies across a chasm or trapped behind a fence, snipe relentlessly. This way you can obliterate hordes of enemies quickly.
- **Carry a few extra Keys.** Often, Keys are scattered widely throughout a level, requiring you to backtrack to open valuable Chests. Carrying a few Keys allows you to collect the goodies early, saving you valuable time.

# Heroes

## Introduction

To begin your quest, choose from eight Standard Heroes. You can also unlock eight Secret Heroes. Each of the character types have their own looks and special abilities.

### Character Attributes

Each character has four attributes that determine performance: Strength, Speed, Armor, and Magic. Each attribute is detailed here:

- Strength:** Amount of damage you inflict on an enemy.
- Speed:** How quickly the character moves on the battlefield, *not* the character's attack speed.
- Armor:** Degree of protection from enemy attacks.
- Magic:** Damage inflicted per spell cast.



### Character Levels

Experience leads to higher character levels that lead to higher attribute statistics. Of special note are five level milestones that grant you special bonuses:

- Level 25: Additional Magic ability
- Level 30: Familiar who fires with the hero
- Level 50: More powerful Magic ability
- Level 75: Magic can begin healing players
- Level 80: More powerful Familiar
- Level 99: Legend Status

### Stat Caps

Each character's basic stats are listed with the character description. As characters advance in level, their basic stats improve. However, there are caps on how high a specific statistic can go. For Standard Heroes, the stat cap is 400 points above their basic stats. The starting and maximum stats of the Wizard are listed as an example:

#### Wizard Statistics

Attribute	Starting Stats	Maximum Stats
Strength	250	650
Speed	350	750
Armor	150	550
Magic	600	999

**Note:** No stat can raise over 999, regardless of character type.

Secret Heroes have higher starting stats and higher maximum stats (the stat cap is 450 above their basic stats). The beginning and maximum statistics for the Jackell are listed as an example:

#### Jackell Statistics

Attribute	Starting Stats	Maximum Stats
Strength	300	750
Speed	400	850
Armor	200	650
Magic	650	999

### Hero Colors

There are four colors of Standard Hero—yellow, red, blue, and green. The colors are purely cosmetic.

### Standard Heroes

#### Archer

##### Starting Stats

Strength: 250  
Speed: 600  
Armor: 200  
Magic: 300

The elven Archer, champion of the forest, is the fastest and most courageous of all. Her Compound Bow allows her versatility and Speed. Much like the Jester, the Archer's place is darting ahead, dancing between vile creatures, and destroying enemy generators. Although she packs a slightly more deadly punch, the Archer is comparable in skill to the Jester.

Using a Potion, an Archer can reveal secret walls at level 25 and destroy them at level 50. At level 75, she can heal herself by using a Potion against enemies.

#### Dwarf

##### Starting Stats

Strength: 600  
Speed: 300  
Armor: 350  
Magic: 100

The cold winds of the northern Ice Domain have helped prepare the Dwarf for the toughest of battles. Although he's one of the slower heroes, the Dwarf compensates with his thick armor-like hide.

Using Magic, a Dwarf can forge Silver from Junk at level 25, and Gold from Junk at level 50. At level 75, a Dwarf can heal himself by using a Potion against enemies.



#### Jester

##### Starting Stats

Strength: 200  
Speed: 600  
Armor: 200  
Magic: 350

This joker has one very important ability on his side—Speed! Just when you think you have him cornered, he pulls a surprise out of his bag of tricks. While other heroes might wade through hordes of enemies, the Jester can dart around a writhing mass of monsters and destroy their generators. This jolly joker can also dash around the map, collecting valuable treasures and potent Magic while other players trundle behind him.

Using a Potion, a Jester can reveal secret walls at level 25 and destroy them at level 50. At level 75, a Jester can heal himself by using a Potion against enemies.



## Knight

### Starting Stats

**Strength:** 350  
**Speed:** 300  
**Armor:** 450  
**Magic:** 250

Ruler from the sky, his body contains the elements of purity from the waters of the heavens. Not even the Plague Fiend's toxins can match the power of the Knight. With one of the most potent Armor stats in the game, the Knight can withstand terrible punishment. He also has the Strength to deal out horrific damage to his enemies.

Using Magic, a Knight can temporarily stop traps at level 25, and destroy them at level 50. At level 75, a Knight can heal himself by using a Potion against enemies.



## Sorceress

### Starting Stats

**Strength:** 200  
**Speed:** 400  
**Armor:** 150  
**Magic:** 600

This beauty conjures Magical spells that plant fear in the hearts of her enemies. The Sorceress blends potent Magic abilities with Speed and agility. The Sorceress is most useful for collecting Potions while destroying the enemy generators.

At level 25, a Sorceress can cleanse spoiled fruit by using a Potion. At level 50, she can cleanse spoiled meat. At level 75, a Sorceress can heal herself by using a Potion against enemies.



## Valkyrie

### Starting Stats

**Strength:** 300  
**Speed:** 300  
**Armor:** 450  
**Magic:** 300

Precise and deadly, the Valkyrie wields her blade with precision. She is the Castle Stronghold's warrior princess, leader of the honor guard. The Valkyrie is one of the most balanced characters, with a good mix of Strength, Armor, and Speed. Unlike most characters, the Valkyrie is also a competent user of Magic.

Using Magic, a Valkyrie can temporarily stop traps at level 25 and destroy them at level 50. At level 75, she can heal herself by using a Potion against enemies.



## Warrior

### Starting Stats

**Strength:** 600  
**Speed:** 350  
**Armor:** 300  
**Magic:** 100

The people of the Mountain Kingdom are barbaric, and the Warrior is no exception. The Warrior, one of the strongest heroes, is the class most suited to leading the charge and leaping into the fray.

Using Magic, a Warrior can forge Silver from Junk at level 25, and Gold from Junk at level 50. At level 75, he can heal himself by using a Potion against enemies.



## Wizard

### Starting Stats

**Strength:** 250  
**Speed:** 350  
**Armor:** 150  
**Magic:** 600

Virtuous and adherent to the religious beliefs held by the people of the desert, the Wizard has the most powerful Magic of the eight Standard Heroes. In multi-player games, the Wizard makes the best use of Magical spells and Potions.

At level 25, a Wizard can cleanse spoiled fruit by using a Potion. At level 50, he can cleanse spoiled meat. At level 75, a Wizard can heal himself by using a Potion against enemies.

## Secret Heroes



Collect tokens in secret stages to unlock the beast within.

In addition to the eight Standard Heroes, there are eight Secret Heroes that can be unlocked by collecting tokens. The tokens are only available in the secret stages throughout the game. Secret Heroes start with higher stats, and have higher maximum stats than Standard Heroes.



## Falconess

### Starting Stats

**Strength:** 350  
**Speed:** 350  
**Armor:** 500  
**Magic:** 350

The Falconess is well-rounded character, with good Speed, Strength, and Magic capabilities. Her shield offers her extraordinary protection and one of the highest Armor stats of the game. The Falconess is an excellent choice for virtually any role. She can go toe-to-toe with the most stalwart enemies, or do an end-run around a raging horde to destroy their generators.

Using Magic, a Falconess can temporarily stop traps at level 25 and destroy them at level 50. At level 75, a Falconess can heal herself by using a Potion against enemies.



## Hyena

### Starting Stats

**Strength:** 250  
**Speed:** 650  
**Armor:** 250  
**Magic:** 400

The Hyena dashes around the battlefield with lightning Speed, causing havoc wherever he goes. He is also adept at using Magic and good for rushing ahead and capturing Potions. He is not, however, suited for close combat against hordes of enemies.

Using a Potion, a Hyena can reveal secret walls at level 25 and destroy them at level 50. At level 75, a Hyena can heal himself by using a Potion against enemies.

## Jackell



### Starting Stats

**Strength:** 300  
**Speed:** 400  
**Armor:** 200  
**Magic:** 650

The Jackell has great Magic power. When utilizing Potions and other Magic, the Jackell can focus his energies to inflict horrific damage on enemies. Although he has a low Armor stats, the Jackell possesses considerable Speed and Strength. In multiplayer games, the Jackell is the best character to collect and use Potions.

At level 25, a Jackell can cleanse spoiled fruit by using a Potion. At level 50, he can cleanse spoiled meat. At level 75, he can heal himself by using a Potion against enemies.

The Jackell has great Magic power. When utilizing Potions and other Magic, the Jackell can focus his energies to inflict horrific damage on enemies. Although he has a low Armor stats, the Jackell possesses considerable Speed and Strength. In multiplayer games, the Jackell is the best character to collect and use Potions.

At level 25, a Jackell can cleanse spoiled fruit by using a Potion. At level 50, he can cleanse spoiled meat. At level 75, he can heal himself by using a Potion against enemies.

## Medusa



### Starting Stats

**Strength:** 250  
**Speed:** 450  
**Armor:** 200  
**Magic:** 650

Medusa is a mistress of Magic. Although lacking the Strength and Armor to battle effectively in close combat, Medusa is quick and can dart around most trouble. Best of all, with a Potion in hand, Medusa can lay waste to hordes of enemies.

At level 25, Medusa can cleanse spoiled fruit by using a Potion. At level 50, she can cleanse spoiled meat. At level 75, she can heal herself by using a Potion against enemies.

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At level 25, Medusa can cleanse spoiled fruit by using a Potion. At level 50, she can cleanse spoiled meat. At level 75, she can heal herself by using a Potion against enemies.

## Minotaur



### Starting Stats

**Strength:** 650  
**Speed:** 450  
**Armor:** 350  
**Magic:** 150

The Minotaur is a hulking death machine, capable of dealing tremendous damage to virtually any foe. Use the Minotaur as your frontline trooper, cutting through the hordes. Minotaurs, like Warriors, should avoid using Magic, allowing more mystically-adept characters to collect and use Potions.

Using Magic, a Minotaur can forge Silver from Junk at level 25, and Gold from Junk at level 50. At level 75, a Minotaur can heal himself by using a Potion against enemies.

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Using Magic, a Minotaur can forge Silver from Junk at level 25, and Gold from Junk at level 50. At level 75, a Minotaur can heal himself by using a Potion against enemies.

## Ogre



### Starting Stats

**Strength:** 650  
**Speed:** 350  
**Armor:** 400  
**Magic:** 150

The Ogre is a hulking brute, wading through waves of enemy troops as easily as he would wade through water. He is best in battle, and rather pathetic with Magic. Take a double helping of hack and slash, but leave Potions and other Magic to other characters.

Using Magic, an Ogre can forge Silver from Junk at level 50. At level 75, an Ogre can heal himself by using a Potion against enemies.

The Ogre is a hulking brute, wading through waves of enemy troops as easily as he would wade through water. He is best in battle, and rather pathetic with Magic. Take a double helping of hack and slash, but leave Potions and other Magic to other characters.

Using Magic, an Ogre can forge Silver from Junk at level 50. At level 75, an Ogre can heal himself by using a Potion against enemies.

## Sumner



### Starting Stats

**Strength:** 999  
**Speed:** 999  
**Armor:** 999  
**Magic:** 999

Sumner is a Magician extraordinaire, and the guardian of the eight realms. It is Sumner's Magic that has summoned the other heroes to his tower, and his guidance that leads them to victory.

Sumner is a potent Wizard whose ability to channel energies is second to none.

Sumner can use Magic to cleanse all foods.

## Tigress



### Starting Stats

**Strength:** 300  
**Speed:** 650  
**Armor:** 250  
**Magic:** 350

The Tigress, master of the Bow, has one of the highest Speed stats in the game. No character is more capable of getting out of trouble when things get ugly. Use the Tigress to dart in and destroy generators, leaving other characters to take care of the raging hordes. The Tigress also has some of the most effective Turbo attacks in the game.

Using a Potion, a Tigress can reveal secret walls at level 25 and destroy them at level 50. At level 75, she can heal herself by using a Potion against enemies.

## Unicorn



### Starting Stats

**Strength:** 400  
**Speed:** 350  
**Armor:** 500  
**Magic:** 300

If you want a well-rounded character with an emphasis on defense, the Unicorn is the beast for you. From Magic to Strength, the Unicorn is capable and versatile. It can just as easily hold off a raging horde as rush forward to collect treasures and destroy generators.

Using Magic, a Unicorn can temporarily stop traps at level 25 and destroy them at level 50. At level 75, a Unicorn can heal itself by using a Potion against enemies.



# Gems and Terrain

## Items

In the shop and scattered throughout the levels are many pickup items: food, treasures, and Potions. Food replenishes characters' Health, treasures allow you to purchase goods and power-ups after each level, and Potions provide you with powerful Magic.

**Note:** For information about Runestones, Shards, Crystals, and Golden Icons, see the "Introduction" chapter.

## Food

Food restores your characters' Health. Although you gain Health with each Experience upgrade, the main way to replenish Health is with food. There is a wide variety of foods ranging in worth from 10 to 500 Health. Some food items are poisonous, reducing your Health instead of restoring it. The Bad Apple and the Bad Drumstick reduce your Health 50 and 100 points respectively.

## Food

Food	Health Effect	Food	Health Effect		
	Cherries	+10		Ribs	+150
	Apples	+25		Ham	+200
	Bananas	+50		Complete Meal	+500
	Pineapple	+75		Bad Apple	-50
	Watermelon	+75		Bad Drumstick	-100
	Drumstick	+100			
	Steak	+125			

## Treasures

In addition to food items, there are various treasures of Gold, Silver, and Gems scattered throughout the levels. You can save Gold to purchase Health, attributes, and weapons. Beware of booby traps.

## Treasures

Treasure	Value	Treasure	Value
	100		300
	150		500
	200		1,000
	250		+10

## Keys



Keys open doors and locked Chests.

The levels are full of Chests and gates, which require Keys to open. You can buy Keys from the shop as well as find them within the levels. Most desirable pickups are hidden within locked Chests, so Keys are valuable.

**Note:** No player can hold more than nine Keys at a time.

## Potions



Potions create a magical energy shield.

Potions are bottles and flasks that contain various forms of Magic. When dropped or thrown they create powerful expanding rings of energy that damage any enemy or generator in its wake. They can also be used to create a magical shield around the player, damaging attacking enemies.

**Note:** No player can hold more than 9 potions at a time.

## Potions

Potion	Effects
	Sends out a wave of burning acid
	Releases lightning-like charges from its center
	Erupts into a circular wall of flame
	Radiates bright light from its center

## Power-ups

There is a variety of power-ups that enhance your movement, attacks, or offer you special abilities. Players can use many power-ups simultaneously.

## Power-Ups

Name	Time/Shots	Effect	Price
	3-way shot	45 sec. 3 projectiles per shot	550
	5-way shot	45 sec. 5 projectiles per shot	N/A
	Acid Amulet	90 sec. Increased damage	350
	Acid Breath	5 shots Short-range acid jet	350
	Anti-Death Halo	120 sec. Protects hero from Death, hero gains Health Experience	750
	Electric Amulet	90 sec. Increased damage	350
	Electric Shield	30 sec. Wall of annihilating electricity surrounds hero	425
	Extra Speed	40 sec. Boosts movement and firing speed	N/A
	Fire Amulet	90 sec. Increased damage	350
	Fire Breath	5 shots Short-range fire jet in an arc	350
	Fire Shield	30 sec. Wall of fire in front of hero	425
	Gas Mask	60 sec. Immunity to poison gas	650
	Growth	30 sec. Makes hero larger, inflicts more damage	300
	Hourglass	120 sec. Freezes all enemies	N/A
	Invisibility	30 sec. Enemies can't see hero	600
	Invulnerability (Silver)	30 sec. Hero can't be damaged	600



## Power-Ups (continued)

Name	Time/Shots	Effect	Price
Invulnerability (Gold)	25 sec.	Hero can't be damaged, gains Health when attacked	N/A
Levitate	60 sec.	Hero floats above all floor traps and ground enemies	150
Light Amulet	90 sec.	Increased damage to enemy	350
Lightning Breath	5 shots	Short-ranged electric jet in an arc	350
Phoenix	45 sec.	Familiar floats above and attacks with hero	450
Pojo	60 sec.	Turns player into Pojo, a fire-breathing chicken	N/A
Rapid Fire	30 sec.	Triples firing rate	450
Reflective Shield	30 sec.	Deflects projectiles away from hero	400
Reflective Shot	60 sec.	Hero's shots bounce off walls	N/A
Shrink Enemy	35 sec.	Makes enemies smaller, enemy inflicts less damage and is weaker	N/A
Supershot	5 shots	Inflicts high damage on all enemies in its path	400
Thunder Hammer	3 shots	Causes massive damage around player in a large radius	500
Turbo Boost	N/A	Fills hero's Turbo bar	N/A
X-ray Glasses	120 sec.	Hero can see into Chests and Barrels before opening them	650

## Tricks and Traps

### Chests

**Note:** You must have a Key to open a Chest.

Chests do not always contain good surprises. For example, Chests can house food, Gold, or Potions. They can also conceal poisoned food or Death himself. Using Magic on a Chest containing Death (before you open it) converts him to life-giving food. Beware, some Chests are booby-trapped and may explode when opened.

Silver Chests contain random items—they can be beneficial, like a rack of ribs or a power-up, or dangerous, like poison food or Death.

### Barrels

	Brown Barrel
	Green Barrel
	Red Barrel

Barrels litter the countryside in every level. Break conventional Brown Barrels open for surprises (food, Gold, Potions, power-ups, or Death). Explosive Red Barrels detonate when struck, damaging items and anyone in the area. Poison Green Barrels release a cloud of floating poison gas that injures anyone nearby and poisons food.

### Traps



Traps bar your path and reduce your health. Learn to recognize traps, and walk slowly in unfamiliar areas to avoid stumbling into them. Often, the camera angle makes it hard to see traps, so be careful. Some traps come in the form of floor spikes, saw blades, and flame jets. Use the Levitate power-up to avoid damage from traps.

## Terrain Features

### Triggers and Switches

	Floor triggers
	Wall and floor switches
	Target switches

Triggers and switches are scattered throughout most levels. They open gates, raise lifts, and rotate platforms. There are four types—floor triggers, wall switches, floor switches, and target switches. Floor triggers are red circles on the ground. Wall and floor switches are red-handled levers set into the wall or floor. Target switches are large bull's-eye targets. When fired upon, they are automatically triggered.

Untriggered switches and triggers are red, and triggered ones are green.



Piles of bones are enemy generators for ankle biting Scorpions. One of the most common and important features of the various levels is the enemy generators. Enemies bubble up at an alarming rate from shacks, mounds, huts, or tunnels. Destroy generators to cut off enemy reinforcements.



### Locked Gates

Almost as common as switches and triggers are locked gates. These gates require Keys to open them. After a gate has been opened by any player, it remains open for the duration of your hero's stay in that world.



### Two-Player Bridges

Two-player bridges made up of a pair of floor triggers and a phantom bridge. As you approach a two-player bridge, it looks like a crevice with a floor trigger on each side. When you activate either floor trigger, a bridge materializes. The moment you step off of the trigger, the bridge disappears.

These bridges require at least two players to cross. If one player stands on one floor trigger, the second player can cross the bridge. On the other side, the second player can stand on the switch, allowing the other player to cross in safety. If you're playing alone, lure your enemies to cross the bridge. While they're standing on the bridge, the bridge won't disappear and you can cross.



### Transporters

You can teleport from one transporter to another. Every transporter has a sister—the two are always connected, so using a particular transporter always takes you to the sister transporter. Using transporters is a good way to get at otherwise inaccessible goodies.



### Secret Stage Portals

There is no more than one secret stage portal in an entire realm, often far from the beaten path. Search for them carefully—they are often very well protected. These portals transport you to one of nine secret stages. Each stage is filled with special tokens. If you collect all the tokens, you can access one of the secret characters.

## Legend Items

Hidden throughout the realms are items of such vast power that they have become legends. Legend Items can aid you enormously in battles with Skorne's most powerful guardians. Each Legend Item can exploit the weakness of a specific level boss.

### Book of Protection



Found in: Sky Shipyards (Sky Dominion)  
Used Against: Lich (Forsaken Province)

As the Book of Protection rises above your character, a shaft of light beams down from the sky onto the Lich, enveloping him in flames. The fire does damage to the Lich and renders him temporarily vulnerable to attack.

### Ice Axe



Found in: Castle Barracks (Castle Stronghold)  
Used Against: Dragon (Mountain Kingdom)

When the Ice Axe is thrown at the Dragon, it freezes the beast, turning it a pale blue. The Dragon is unable to move or use fire attacks for a short time.

### Scimitar of Decapitation



Found in: Gnarled Branches (Forest Realm)  
Used Against: Chimera (Castle Stronghold)

When the Scimitar is thrown, the blade cuts off the lion head of the Chimera, depriving the beast of its fire attacks. The weapon sticks out of the stump of the neck through the entire battle.

### Javelin of Blinding



Found in: Mountain Cavern (Mountain Kingdom)  
Used Against: Plague Fiend (Sky Dominion)

The Javelin of Blinding is thrown at the Plague Fiend, automatically hitting his large blue eye and turning it red. This reduces the effectiveness of the Plague Fiend's ranged attacks throughout the battle.

### Toxic Bellows



Found in: Mystic Pyramid (Desert Lands)  
Used Against: Spider Queen (Forest Realm)

The Toxic Bellows are used in your first attack. It dispels a massive green gas cloud that envelops the Spider Queen. The gas shrinks her by 30 to 50 percent and gives her a green tint. The Bellows reduces the effectiveness and range of the Spider Queen's attacks.

### Lamp of Dark Obstruction



Found in: Erupting Fissure (Ice Domain)  
Used Against: Genie (Desert Lands)

Your hero uses the Lamp of Dark Obstruction on his or her first attack. It throws out a thick black cloud that surrounds the Genie, temporarily blinding him. The blind Genie randomly strikes out, not targeting anyone in particular.

### Parchment of Fire



Found in: Haunted Cemetery (Forsaken Province)  
Used Against: Yeti (Ice Domain)

Upon entering the Yeti's realm, the Parchment of Fire rises above your hero. It forms a fireball that launches itself at the Yeti. Upon striking the ground, a fire wall grows between the Yeti and your heroes. The wall blocks all of the Yeti's ice attacks for the short time it stays up.

### Lantern of Revelation



Found in: Haunted Grounds (Dream Realm)  
Used Against: Shadow Wraith

When you enter the Shadow Wraith's realm, the Lantern of Revelation rises above you. It casts a wall of light around the Wraith, blocking many of its attacks.

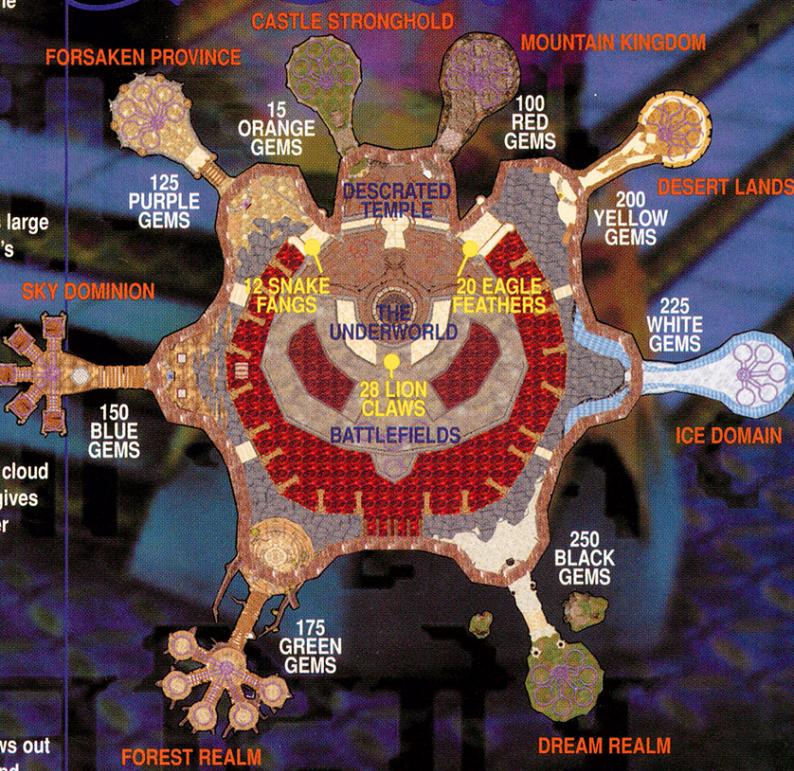
### Soul Savior



Found in: Desecrated Temple  
Used Against: Skorne

The Soul Savior hovers above your heroes as the battle with Skorne opens. It creates a wall of flames around Skorne, which blocks his projectile attacks.

## Sumner's Tower



# Forsaken Province

## Poison Fields



You begin in Sumner's mystic Tower, surrounded by the pale glow of Orange Crystals floating nearby. Collect all 15 to pass through the magical barriers protecting the Town levels. The first of five portals is already activated for you. Pass through it to be transported to the Poison Fields.



### Walkthrough

#### Monsters of the Poison Fields

A variety of the walking dead infest the Poison Fields, taking many forms with different attacks. Knowing the enemy is the first step in defeating it.



#### Zombie Grunt

Zombies are the basic foot soldier of Skorne's forces. These trundling bags of decomposing flesh move toward your character with unrelenting determination. Luckily, they don't do a tremendous amount of damage, and are as stupid as tree stumps, often killing themselves on a level's hazards.



#### Zombie Archer

Zombie Archers can be a pain, peppering your heroes with arrows. Archers may stand their ground, allowing you to rush and destroy them. However, wily Archers retreat behind rows of Grunts. Use a Turbo attack or a Potion, grenade-style, to take out these crafty bowmen.



#### Zombie Bomber

Zombie Bombers are like Archers, but instead throw bombs in high arcs. The damage from a bomb is more severe than a simple arrow, and a bomb can find you wherever you go—even behind obstacles.

#### Legend

- Trigger
- Trapwall
- Elevator Lowering
- Elevator Raising
- Shootable Wall
- Runestone
- Locked Gate



#### Goals

Golden Icons  
Runestone

#### Enemies

Kamikaze Zombies  
Maggots  
Red Death  
Town Generals  
Zombie Archers  
Zombie Bombers  
Zombie Grunts

## Kamikaze Zombie

Kamikaze Zombies are mindless homing bombs, rushing toward you with Poison Barrels strapped to their backs. Kamikazes explode with a deafening roar, destroying themselves and doing serious damage to you if they get too close. Worse, Kamikazes leave green clouds of noxious gas behind, so quickly clear the area.

Kamikazes give you a warning roar before they charge. If you hear this cry, proceed carefully. Kamikazes can come out of nowhere. Your saving grace is that they are extremely fragile. One shot will send chunks of them flying.

## Maggot

Maggots writhe along the ground, pouring out of the mounds of rancid filth scattered across the Poison Fields. Destroy them by either shooting them at range or stepping on them. Single Maggots are nothing to worry about, but in large groups they can shred unwary characters.

You begin on the southernmost edge of the Poison Fields, surrounded by Barrels and a Key. Break open the Barrels quickly, collecting the treasure inside before dashing to the north to engage your first batch of Zombies. Move quickly, eliminating Zombie Archers at range before eliminating a horde of undead.

**Note:** A Red Crystal is hidden in the moss to the northeast.

Climb the trail to the west; it winds into a surly batch of Zombies guarding a Chest. Dispatch them, then open the Chest to collect your first Potion. Wind your way north through the hedgerows, destroying Zombies as you go.

You reach a clearing in the hedgerows, full of Zombies and Poison Barrels. Immediately destroy the nearest Poison Barrels to thin the number of undead. Staying on the west side of the clearing, eliminate all enemies before pressing to the east. Collect a Potion in a Barrel as you move.

Zombie Archers and more Zombie Grunts surround the base of a decrepit windmill. Dispatch the enemies to the north first, then turn your efforts to the remaining undead. A tasty Cherry is in a Barrel near the windmill.

**Caution:** The spinning sails of the windmill can cause considerable damage, so don't get too close.

Also, be careful not to destroy the Potion located behind the enemies to the north. A single misplaced shot can eliminate a powerful weapon.

Continue to the east through the maze-like hedgerows, destroying pockets of undead. You quickly come to a large field, with harvested grain stacked in tall bundles. Scattered throughout this field are Zombie generators, Red Crystals and locked Chests.



Move to the east end of the field, then press north, eliminating enemies as you go. Take out the pair of Zombie Archers first. Their accurate ranged attacks can quickly whittle down your character's Health. Along the hedgerow, you will find a lone Barrel. Break it open to discover a Key Ring.



**Tip:** Take a few potshots at every tall haystack you find. Most contain a small cache of Crystals or items.



Get the Turbo in the Chest before you make your way westward and climb onto the lift you find there. The lift is controlled by a switch just in front of it. The lift whisks you up into the windmill you passed previously. A second switch (1) sits inside the windmill, allowing you to head back down the lift. Destroy the Zombie Bomber upstairs and then head toward the Chest.



Near the millstone on the second floor of the windmill is a Chest containing an Acid Breath power-up. Collect it and rush down the ramp to the east, annihilating the horde of Zombies. Immediately turn your attention to the General approaching from the east and nail him with the last of the Acid Breath and a Turbo attack in rapid succession.



Wind your way north, collecting a Key in a Barrel along the way. Climb up a series of stone ramps leading into one of the largest structures in the town. At the top of the ramp, there is a spike plate in the floor (and a Chest containing a slab of meat to replenish your Health). Move across it carefully, then follow a catwalk to the north until you reach another lift. The lift is controlled by a switch (2) that sits just beside it.



Head down the lift, ready for battle. Collect the fruit around a nearby Poison Barrel as you lay waste to the Zombies. Destroy the secret wall in the scaffolding behind you and grab the Levitate power-up hidden inside a Barrel.



**Tip:** There is a Gas Mask power-up hidden inside a Barrel near the lift you just descended. The Gas Mask power-up makes you immune to deadly green gas—including that of Kamikaze Zombies.

**Caution:** You are about to come across your first Kamikaze Zombie. A loud screeching roar precedes his charge. Either flee or destroy him from a distance.



Now levitate, destroying the Maggots underfoot. Although you are invulnerable to Maggots while levitating, watch out for a Kamikaze. They come at you from a long way off, so you should have plenty of time to avoid them.

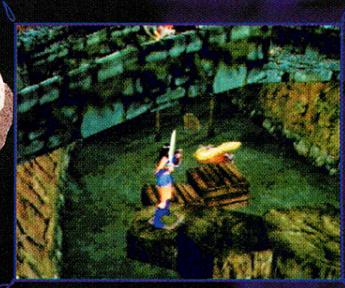


**Caution:** Watch out for the many bonfires in the area. Get too close and the flames will cause considerable damage.

Obliterate the hordes of monsters to the west, checking any tall haystacks for goodies. When the area is clear, continue to follow the stone walls west until you meet the base of a tall, arching stone bridge.



A pair of Zombie Archers guard the bridge. Take them down quickly before collecting the goodies on the bridge, then clear the area of Archers and Bombers before progressing.



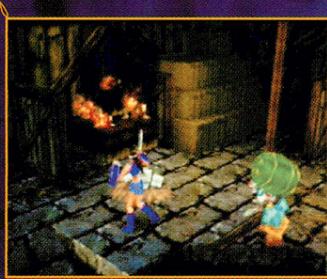
**Tip:** Destroy the edge of the east side of the bridge to reveal a cache of fruit and Crystals. Trigger the switch (3) beneath the bridge to bring a Supershot power-up to the surface.



Cross the bridge, laying waste to the hordes that greet you. Follow the winding stone walls and be careful of the exploding Barrels that block your path leading you to a large group of Zombies. Defeat them at range to progress to a large sundial. A secret wall along this path will lead you to gaining treasure.

## Forsaken Province

Move across the sundial to trigger it, collecting the fruit nearby. Next, move south to a small dock to find a Chest full of treasure. Collect it and trigger a mechanism in the sundial to reveal a Golden Snake Fang. Grab it before ascending a ramp to the west, leading to a ransacked warehouse.



The decimated warehouse is filled with destructible Crates that contain all sorts of goodies. Move through the burning structure carefully, keeping your eyes open for Crates and Kamikazes. Collect a Rapid Fire power-up in a Chest as you move westward.



Following the catwalks, you come to a switch (4). Flip it to swing a wooden platform in your direction. Hop on the platform and toast as many enemies as you can. Follow the catwalk down, collecting Red Crystals and be careful to avoid the floor trap.



Use a Turbo attack to clear the enemies that flood the base of the catwalk, then make your way east past a flaming barricade. Cut north to an explosive Barrel flanked by a Key Ring, but Don't shoot the Barrel. Instead, collect the Keys and head up the ramp located to the east.



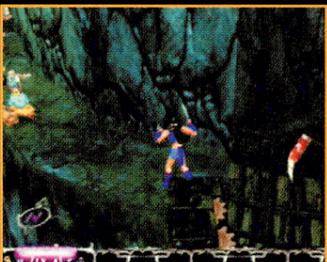
Zigzag past a series of fallen logs, eventually coming to a locked gate and a lift leading to a raised pathway. Watch for flame jets as you continue eastward, clearing out hordes of undead. Trip the switch (5), along the ascending-ramp wall. The switch lowers a bridge nearby, allowing you to progress. Now trigger a wall switch (6) to the east, near the base of the ramp, opening access to the exit portal.



**Tip:** There are a Chest and Barrel near a wagon full of wood. Approach the Barrel from behind after flipping the nearby switch (6). The Chest is another explosive trap, and will destroy the Drumstick inside the Barrel if you approach it any other way.

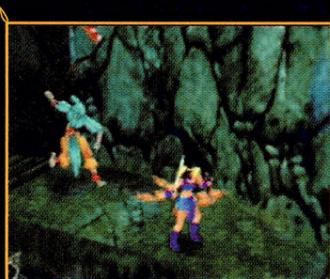
Climb the final ramp, collecting Red Crystals and avoiding flame jets as you move toward the exit. A Kamikaze and a General greet you as you cross a small wooden bridge. Take out both of them with a Turbo attack, then eliminate the small group of Zombies. Collect the goodies from the Barrels before moving up to a small plateau, where a statue of Death awaits.

### Battling a General



Generals can be tough nuts to crack. Try to destroy them at range. Unfortunately, most of the time you'll have to go head-to-head.

Generals alternate between slow, methodical pacing and desperate charging. While a General is pacing, you can pepper it with ranged shots. However, if you attempt to nail a pacing General with a Turbo attack, it will block, and your Turbo will be wasted.

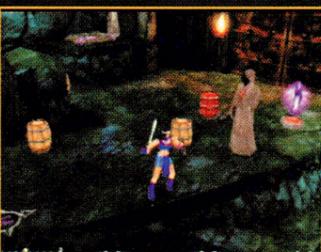


Target a charging General with your Turbo attack for a near-guaranteed hit.



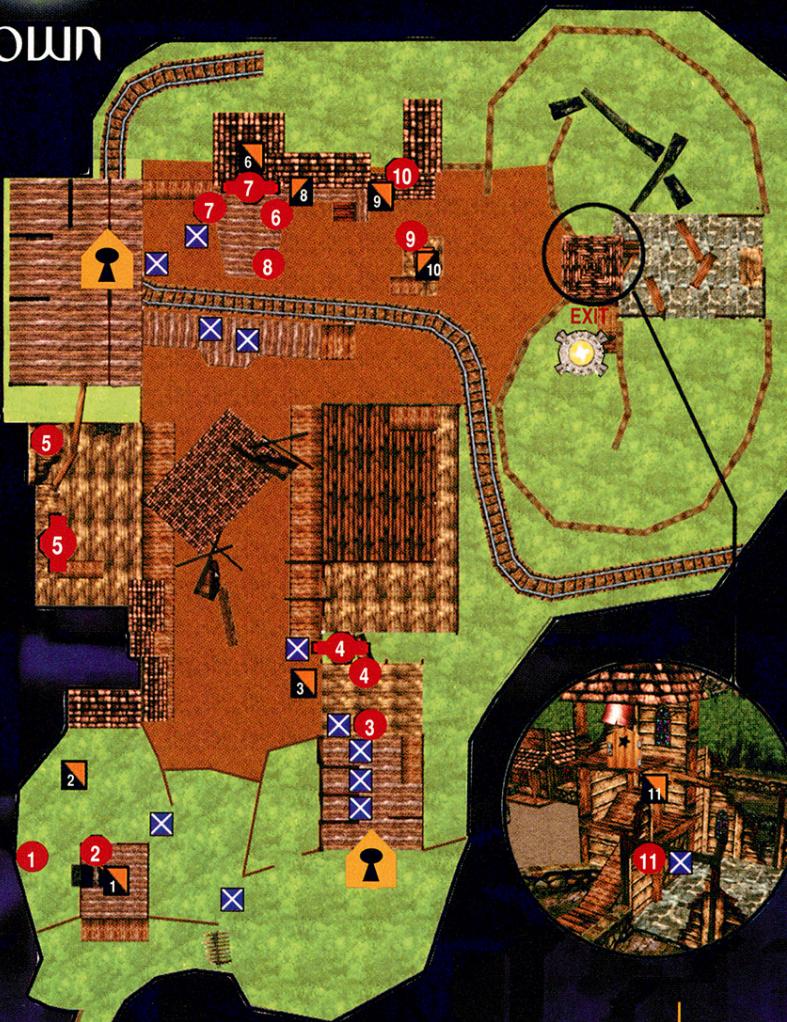
### Red Death

Death is virtually invulnerable to any non-Magic attack. Appearing in two varieties—Red and Black—Red Death guards this level's final switch. He drains your Health as long as he stays close by. Quickly use a Potion to dispel the reaper. If you have squandered your Potions, find one near the base of the plateau where Death waits.



In this final courtyard, you must face Death after activating the final trigger (7). Use your magic to banish the specter, then exit to Sumner's Tower.

# Town



## Goals

Golden Icons  
Secret Stage Access

## Enemies

Kamikaze Zombies  
Maggots  
Snake Gargoyle  
Town Generals  
Tree Golem  
Zombie Archers  
Zombie Bombers  
Zombie Grunts



## Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall
- Secret Room

## Walkthrough



Make your way north until you come to a locked gate in front of an arching stone bridge.



Immediately take out the Archer stationed there, then turn your attention to a second Archer firing at you from the northwest. Clear the area with a Turbo attack. Try to catch the patrolling General in the blast—you don't want to face this bad boy. Take out a Kamikaze to the north before continuing.

You'll face some light pockets of Zombies near the front of a ruined structure. Clear them quickly before moving inside for a little Maggot squashing. Move through quickly—an unseen Bomber will rain death if you linger inside. Head into the courtyard, and cut west and then south to flip a switch (1).



This switch opens a floor plate in the old homestead. Rush inside to collect some Bananas and flip another switch (2). This causes a Chest full of Steak to lower. Collect the tasty treat, then move east, destroying a pair of Explosive Barrels at a distance.

**Tip:** In the next area, engage all enemies in close combat. Stray shots can detonate one of many Explosive Barrels, destroying useful power-ups in the process.



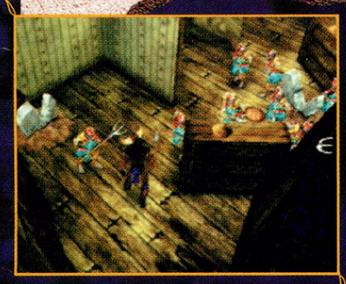
Cut through a destructible wall to the east, taking out the hordes of writhing Maggots and trundling Zombies there. Collect the Extra Speed power-up tucked precariously between two Explosive Barrels, then rush eastward, blazing trails through yet another destructible wall.



The stable is a gold mine of Crystals. Clear all resistance from the stable door, then rush in to collect the goodies. Ascend the ramp to the hayloft, activating another trigger (4) on the north wall. It lowers a walkway. Use this new walkway to continue north.



**Tip:** There is a secret alcove on the north wall of the stable's ground floor. Break it open and flip the switch (3) there to lower a set of goodie-laden Barrels in a courtyard you will soon come to.



Make your way to an abandoned inn, littered with Zombies. Empty the house, grabbing the Key-filled Barrel and Bananas in a nearby Chest. Now rush across a long catwalk to the north—keep moving, you will be the constant target of Archers. Rush down the ramp and quickly clear the landing.



When you have cleared the store-room, wind your way west into the ravaged main street of town. This place is crawling with the walking dead. Make your way south, wary of Kamikazes and some of the more durable monsters of this level.



**Tip:** If you triggered the switch in the secret alcove of the stables, you'll find a pair of Barrels to the south. They contain the Thunder Hammer and a Key Ring.

Clear the main street, collecting the Keys hidden in a Barrel to the west before making your way into an old saloon. Empty the bar of its undead patrons, then rush upstairs via a ramp along the south wall. This ramp leads to a catwalk—follow it north.

**Tip:** Along the catwalk, you will come across a bull's-eye (5) on the east wall. Target it, then rush back down into the saloon. A secret alcove will have opened there. It contains Golden Snake Fangs.

You enter a series of rooms filled with grubby Maggots. A Chest to the west contains a Levitation power-up that allows you to float past them. Clear the rooms, meandering eastward to a balcony overlooking the main street. Continue east along a wooden walkway, eliminating undead until you come across a winch on a raised platform. Activate the floor trigger (6), then the switch to the right (8). The floor trigger lowers a valuable Chest, and the switch places a Crate. You can't obtain the Chest yet yet, so continue east.



Head east, clearing the Zombies and using a lift to reach the ground level. This lift can be reset by using the switches at the top and bottom. You are now in an immense plaza, dominated by a set of rails running east to west, and a large hangman's platform. Make your way through the plaza, destroying the walking dead, smashing Barrels, and collecting food and Keys as you go.

Find and trigger a switch (7) north of the tracks, near a large pile of flaming Crates. It's easy to miss. If you triggered its sister switch (6), this switch opens a door that reveals a random special in a Chest.

**Caution:** Watch out for the rails. A spiked car runs along the tracks periodically, causing serious damage if you're in its way.

Rush up the ramp to the hangman's noose and activate the switch there (9). Now head toward a newly-lowered floor trigger (10) to the north. Activating it raises a half Barrel of Gold on the platform. Collect the Gold, using a Potion on Death when he appears.



Move to the northeast side of the plaza. Near a pathway leading to the north is a lone Chest with the Hourglass power-up inside. Collect it, then speed along the pathway. When you reach a Tree Golem a few steps along the path, hit it with everything you can. When the Tree Golem is dust, turn your attention to the surrounding enemies.





### Tree Golem

The Tree Golem stands guard over important passages and treasures throughout the Forsaken Provinces. They are often easy to miss, blending into the ground until you are almost on top of them. With the Hourglass power-up, you can make quick work of Tree Golems, but without it they are quite challenging.

Tree Golems attack in two ways: by simply pummeling an opponent with its great wooden fist, and by stomping its foot, sending shockwaves rumbling through the ground, stunning any character within range. Luckily the range is relatively short. Like Generals, Golems can block, although they block less often.

The best way to take care of a Golem is to hit and run. Nail the Golem with your best Turbo attack, followed by a few quick strikes from a distance. Run, then turn and pepper the Golem with ranged fire. When your Turbo is recharged, hammer the Golem again. Rinse and repeat.

Golems get caught up on the edges of buildings, debris, and other obstacles. Put a fallen tree or the corner of a building between you and the Golem, and it should butt up against the object. Take advantage, and hammer the beast until it falls.

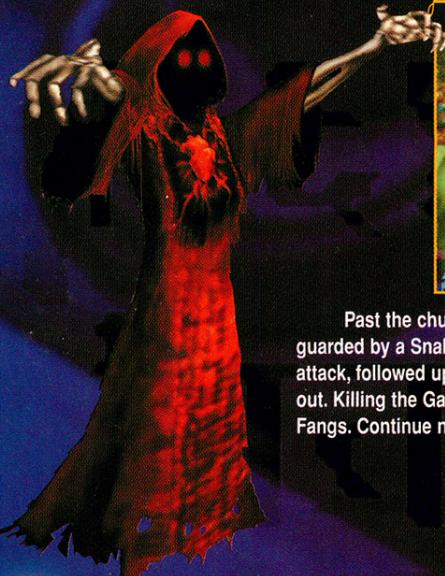


Golems become tangled on obstacles like the corners of buildings easily.

When the area is clear, continue northward through a makeshift graveyard to discover a desecrated church. Wade through legions of Maggots, eventually blasting though a secret wall at the west end of the temple. Trigger a switch there (11) to gain access to a secret stage. (You cannot enter it yet.)



Past the church is another, larger graveyard guarded by a Snake Gargoyle. Nail it with a Turbo attack, followed up by all the punishment you can dish out. Killing the Gargoyle nets you a Golden Snake Fangs. Continue north to the exit.



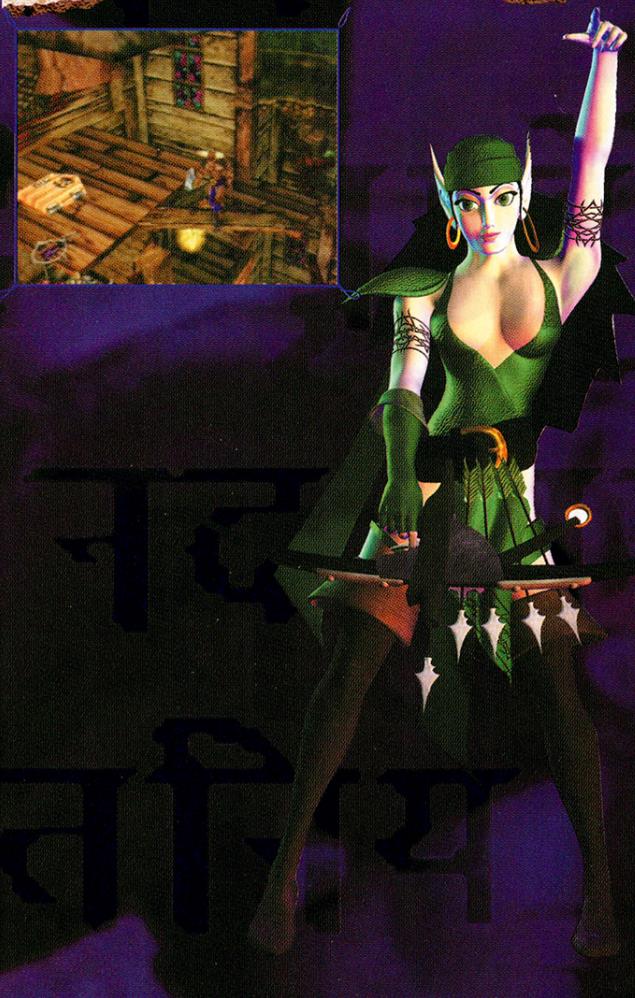
### Snake Gargoyle

Snake Gargoyles attack using one of three methods—a cone of acid, a ball of acid, or a close-combat bite-and-claw attack. The cone of acid has limited range, so you can avoid it by keeping a little distance from the beast. The ball of acid is the most dangerous. It comes quickly, and inflicts as much damage as an Explosive Barrel. The bite-and-claw attack is also deadly, but easily avoided by staying out of close combat.

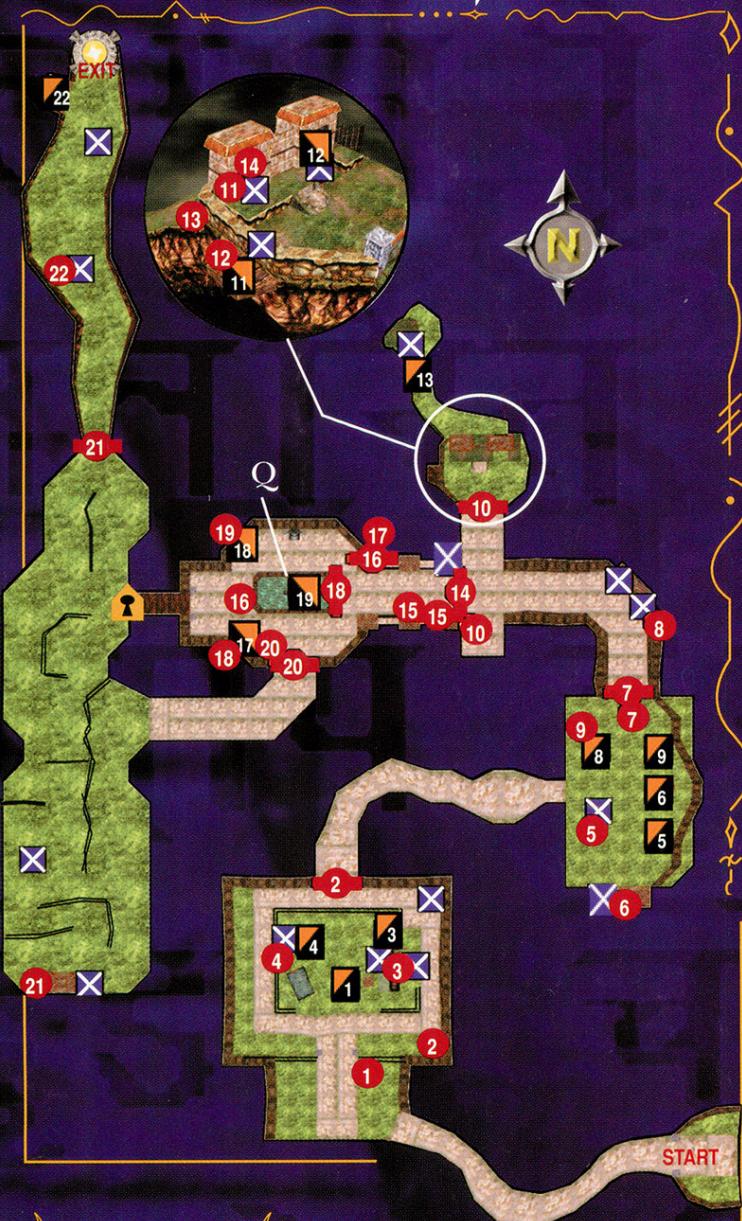
Stay mobile. You can get in a few licks when the Snake Gargoyle pauses between attacks. Don't linger—if you don't duck and move, the Gargoyle will clobber you.

Nail Gargoyles with your most potent Turbo attacks, then fall back and let your Turbo recharge. Between the Gargoyle's breath and projectile attacks, pepper it with ranged shots. Magic is also effective, but best used grenade-style, tossed from a distance. If you battle the Snake Gargoyle strategically, taking your time and keeping your distance, you should defeat it without taking much damage.

**Tip:** Before departing, head up the ramp beside the exit. It leads to the top of the bell tower. Take out a lurking Kamikaze, then progress to find access to the secret stage mentioned earlier (See the "Secret Stage" chapter).



# Haunted Cemetery



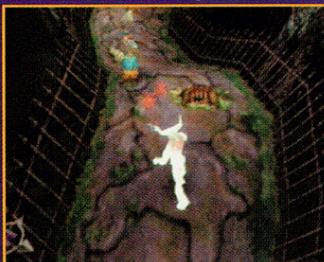
**Goals**  
 Golden Icon  
 Legend Item

**Enemies**  
 Black Death  
 Kamikaze Zombies  
 Maggots  
 Snake Gargoyle  
 Town Generals  
 Tree Golem  
 Zombie Archers  
 Zombie Bombers  
 Zombies Grunts

## Legend

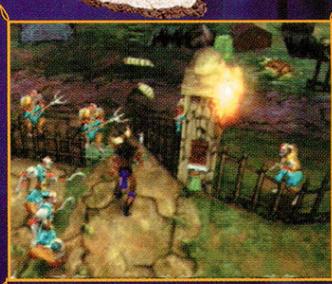
- Trigger
- Trapwall
- Elevator Lowering
- Elevator Raising
- Shootable Wall
- Q Legend Item

## Walkthrough



You begin in a small courtyard on the east end of the cemetery. Clear the area of Maggots before making your way toward the large gates to the west, which open automatically. Collect the Reflective Shield power-up, then proceed through the open gate to a rolling pathway. Charge an Archer taking pot shots at you, eliminate Maggot generators, and take care of a lurking Kamikaze.

**Caution:** The rolling path blocks many shots. Unless you are in close-combat range with an enemy, you aren't guaranteed a hit. Prepare to retreat if faced with an enemy you can't quite hit—especially a Kamikaze.



The rolling path eventually leads to a courtyard. Eliminate any pockets of resistance, find a Barrel full of Keys, and flip a nearby switch (1) before progressing into the main cemetery. The switch raises a Chest out of an open grave. Crystals, open graves, and piles of Gold abound here, with Maggots at every turn. Flip the switch (2) to the southwest corner to progress.

**Tip:** A tree stump on the western side of the small graveyard yields a floor trigger (4), which raises a pair of Crystals from an open grave. A switch (3) set in the middle of the graveyard raises a Barrel out of the ground.



Beyond the cemetery is another winding path, complete with sniping Archers and Kamikazes. Take them out from the gate and avoid the two rows of spikes at the start of the winding path. A duo of Bombers awaits at the path's end. Charge to eliminate them quickly. Don't use up your Turbo.



Just beyond the gate at the end of the path is a Gargoyle. Nail it with your strongest Turbo attack, then follow with other attacks. Don't be afraid to retreat down the path you came from to take it out at range. When the Gargoyle finally falls, collect the Golden Snake Fangs left behind, then turn your attention to the several Zombie generators scattered around the area.



After the area is Zombie-free, destroy a stump to the west to reveal a switch (5). The crypt on the far side of the gravesite contains another switch (6). Both reveal treasures hidden in the open graves. Collect them all, as well as the Ham hidden in a Barrel, then head north. Battling through some minor resistance, trip the first switch you see (7) to open the stone wall, which grants access to new portions of the cemetery.

**Tip:** Activate a switch (8) beside the mini-crypts beyond the newly-lowered stone wall to raise a Crystal from one of the open graves. Pick it up to trigger another switch (9) that reveals the treasure within the area's final grave.

**Caution:** Don't destroy the Poison Barrel near the crypt. The deadly green gas will spoil the nearby Ham.

After you've looted all the graves, return to the crypts to the north. Blast your way through the doors, collecting the Keys and the X-ray Glasses within. Next, head west and get ready for a General. Nail it with everything that you have, including Turbo attacks and Potions. After he's down, head back to the area he was guarding, then use the X-ray Glasses to determine which Barrels contain Death and which contain tasty treats. Flip a nearby switch (10), then head north.



Follow a trail of Red Crystals and enter a small courtyard, which houses an ornate crypt. Pick off a sniping Archer, then clear the area of Maggots. Now flip the switch (11) on the face of the crypt, near the west corner. Then destroy a secret wall beside it to reveal a tiny alcove. Activate the switch (14) within to access a new area.



### The Face of the Crypt

The first of the two switches you activate (11) raises a platform to the west, just beyond a wall. Blast through the wall to reveal another switch (12) and a Chest containing a Thunder Hammer. Trigger this switch, then return to the face of the ornate crypt. Target the front of the crypt and cut through a series of

secret walls to reveal a *third* switch. It raises a wall in the crypt face, revealing goodies.

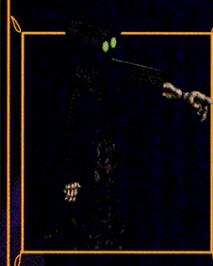
Having hacked your way through the crypt face, rush down the ramp and flip the switch at the bottom (13) to raise a nearby bridge. Across the bridge, take care of the light resistance you find, then cut away at the base of a large gnarled tree to find a Potion in a secret alcove.



After lowering the stone wall, move west into a series of mini-crypts, three on each side. Quickly clear this area of enemies, taking care not to release a Black Death hidden behind a secret wall to the right. Even with X-ray glasses you won't see him coming. On the left side of these mini-crypts you'll find a switch (15) that reveals an Anti-Death Halo, which allows you to turn the tables on Death, collecting his experience into yours.



At the end of the row is a flaming pool with the face of Death carved into a looming statue at the center. Don't activate the switch (16) on the wall on the southern side...yet. Destroy all enemies around the flaming pool, then trip the floor switch next to the fence at the far end of the pool. This will open a mini-crypt revealing a Gas Mask and another trigger (17).



### Black Death

Black Death is even more destructive than Red Death because he steals Experience points instead of Health. If Black Death attacks you long enough, you can actually lose a level and all the stat bonuses (except Health) that go with it. Black Death shares his red cousin's vulnerability to Magic, and is dispelled when exposed to it.



Head back to the crypt, collect the Gas Mask, and activate the floor trigger (17). The trigger quenches the flames on the pool's surface and lowers a pedestal holding a Crystal and a floor trigger (18). Go west again, and trigger the newly-revealed floor switch, which reveals yet another. Activate this third floor switch (19) to gain access to the Parchment of Fire Legend Item at the center of the pool.



the far side of the crypt is a switch (21) that grants access to the end of the level.



**Tip:** Explore the countryside around the serpentine iron fences to discover a small bridge to the east. You find a Phoenix Familiar power-up and a small cache of food across the span. Do *not* open the Chest behind the gate as it has been booby-trapped!

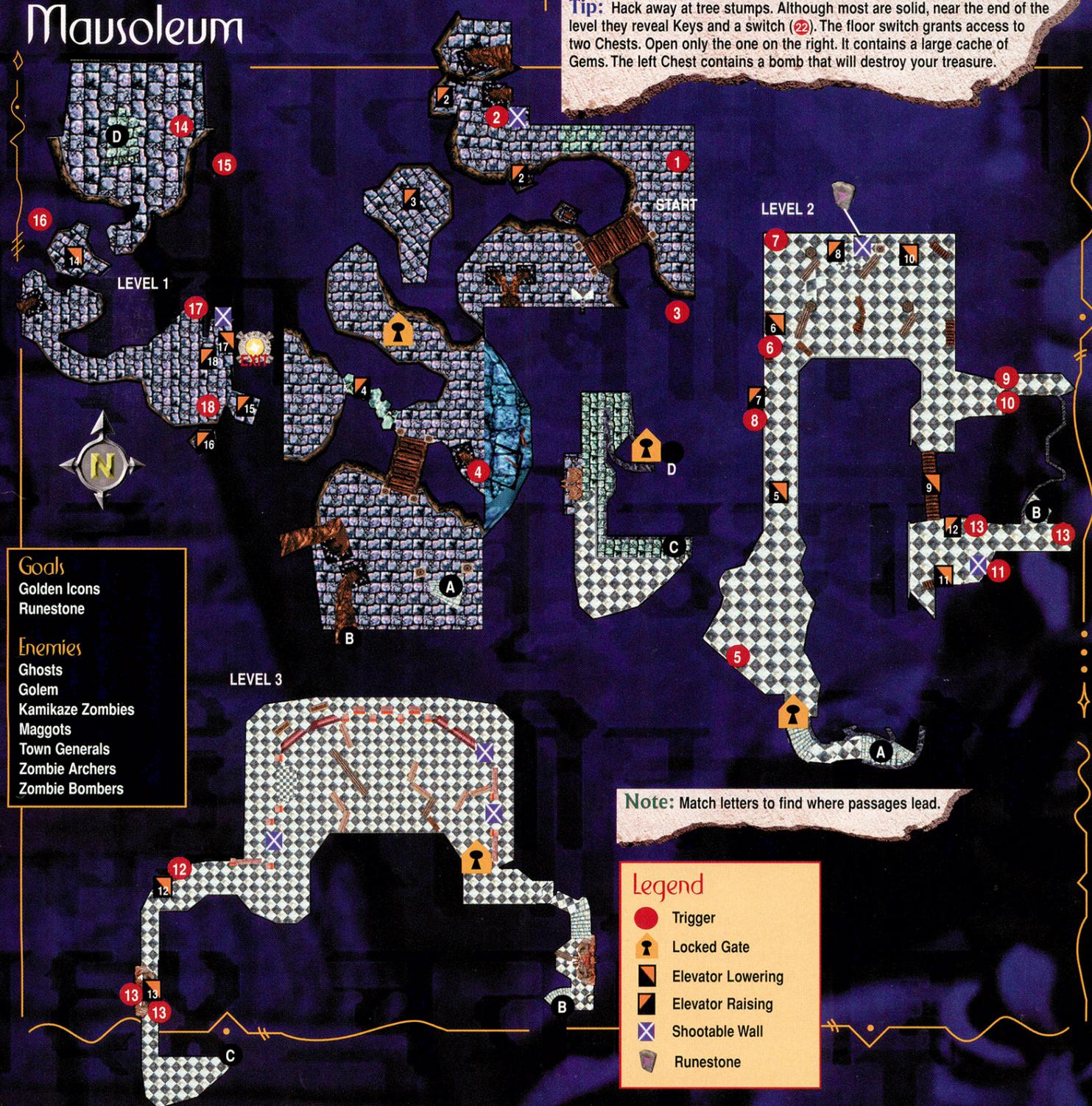


After plundering the southern crypt, cut north and wade through wave after wave of low-level Zombies. Collect Keys and food, and clear out all enemies as you proceed. You eventually find this level's final guardian—an angry Golem. Pepper the beast from a distance and fall back as it charges. If you have destroyed every enemy, you have plenty of space to fall back without anything nipping at your heels.

After the Golem finally falls, rush north, through the portal it was guarding. You are faced with a passage of rolling hills; almost every turn is clogged with Zombie Grunts, Bombers, and Poison Barrels. The best tactic is to rush them and slice through them relentlessly. Near your journey's end, you face another guardian—a General. Wait until it charges, then lay it flat with a Turbo attack. Exit to Sumner's Tower.



## Mausoleum



## Walkthrough



### Ghost

Ghosts are slow moving, floating up to you methodically and relentlessly. They generate quickly compared to some Zombies, and are slightly more durable. They attack quickly after they've engaged a character in close combat.



You begin on a small stone landing with a Maggot mound to your right. Destroy the mound, then collect the Levitate power-up from a nearby Barrel. A floor trigger (1) is hidden behind some cobwebs near your start point. Halfway up you'll find a Blue Crystal and a secret wall harboring some much-needed Ribs. Activate it to raise a walkway to the west, then explore the area, walking harmlessly over spiked traps.

Take out the Ghosts and Maggots, then aim at the corner of the wall to reveal a Crystal and a floor trigger (2). Activating the trigger raises a pair of platforms to the east and west, one holding a Potion, the other Crystals. Collect them and return across the spike traps to your starting point.



**Tip:** Hidden nooks and crannies abound in the Mausoleum. Aim at the walls whenever there is a break in combat. You'll be surprised how often the effort earns you a Crystal, Gold-filled Chest, or secret trigger.



Move south past a short bridge and dispatch a small band of Ghosts before activating a target switch (3) on the southern wall. This switch rotates a large L-shaped platform and grants you access to new areas of the map. Now go to the bridge you just passed and take out the over-eager Bomber before crossing.



Clear the Maggots that infest the landing beyond the bridge, then collect a row of Red Crystals tucked behind a series of gnarled roots. Follow the rows of Crystals across a stone walkway, and be careful not to run headlong into a pile of poison fruit. Cut south, eliminating the Bomber and Ghosts, then proceed through a tall locked gate.



Beyond the locked gate is a pair of tombstones that will generate a legion of Ghosts. Take out the Ghosts and their generators, then look to the south for an easy-to-miss floor trigger (4) and a Key Ring. The trigger raises a series of stones, granting access to a treasure-filled landing just ahead. Move slowly south until you come across a bridge. Nail the General there with your best Turbo attack.

**Tip:** Crystals and a Chest full of nutritious meat await you on the stone landing. Rush across the stepping stones to collect them before crossing the bridge.

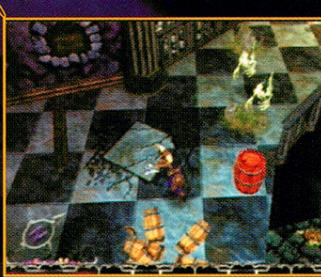


Across the landing is a small cache of items, most notably Keys and a Lightning Shield. Equip the Lightning Shield, rush up the stairs to the west, then ram the Archers. The Electric Shield makes quick work of any enemy you contact. Finally, pass through a locked gate.



Find a mangled cathedral-like landing at the top of the stairs. Cleanse the area of Ghosts and Archers, then wind west through the fallen debris. Find the Light Amulet laying among fallen crossbeams along the way. An easy-to-miss wall switch (5) is tucked behind a nearby pillar. Flip it to lower the central portion of a northern bridge into place.

Directly beside the wall switch is a secret wall. Blast through it and grab the Rapid Fire power-up hidden within a Chest.



Move cautiously north. Hordes of high-level Ghosts and Kamikazes attack from all sides. Target each at range before moving forward. You come to a long bridge, the center portion of which you set into place with the flip of the last switch (5). Rush across and collect the row of Crystals along the way.

**Tip:** A Potion is tucked behind a coffin beside an Explosive Barrel. Destroy the coffin without detonating the Barrel or releasing the Death in a Barrel.



Across the bridge is another switch (6) flanked by a pair of Poison Barrels. Destroy the Barrels, then flip the switch to gain access to a Turbo Boost hidden in the wooden scaffolding ahead. In the corner, as the path cuts east, is a secret wall. Cut through it to reveal a floor trigger (7) and a Crystal. The trigger raises a serving of meat on the bridge you just crossed.



There is another floor switch (8) beneath the meat. The switch raises a ramp to an altar just east of switch (7), and a Chest full of treasure. Collect the Gold and the Extra Speed power-up, then cut into the back wall of the altar to reveal a Runestone. Head south from the altar and prepare for a fight.



The maze of fallen columns and shattered floors turns south, then east. As you approach the turn, you are buffeted by a trio of Archers and a legion of Ghosts. Use your Turbo to clear out this bottleneck, then proceed forward, moving side to side to avoid the arrows of any Archers you may have missed.

Continue along the serpentine halls of the Mausoleum until you come to a dead-end landing. A pair of tombstones generates a flood of higher-level Ghosts. Concentrate on one group of Ghosts at a time, destroying their generator before turning to the others. After you've cleansed the area, go east and flip the pair of wall switches (9 and 10). One switch lowers a Crystal-capped pedestal, and the other drops a rickety plank bridge.



Crossing the bridge, you find a crumbling landing. Eliminate the Maggots and Ghosts that plague the area, then head east, staying close to the wall as the majority of the floor collapses at your approach. Hug the wall while crossing the crumbling floor. Cut through a secret wall to discover a switch (11).

**Tip:** A floor switch to the north raises an Explosive Chest. Don't waste a Key on it.

Fire at the walls at the base of a staircase leading north to find an alcove with a switch and a Drumstick. The switch brings together the hands of a nearby statue so you can reach a new area of the Mausoleum. Head up the stairs, cleanse the area of Maggots and Ghosts, then cross the clasped hands of the statue.



At the top of the stairs is a locked gate leading to the most ornately decorated portion of the Mausoleum. Proceed carefully, taking out the Ghosts and Archers near the entrance. Cut through the woodwork of the walls to reach a small cache of Crystals, then make your way west.

**Tip:** Treasures abound within the walls of this section of the Mausoleum. Among the scattered pews is a Chest. Ignore it; it contains a bomb that will destroy the goodies in the walls behind it.

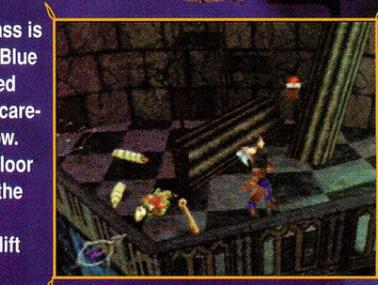
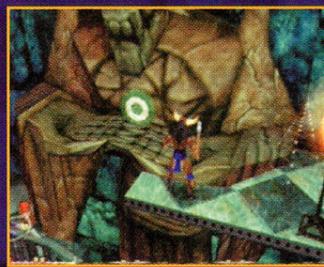
When you reach a series of stained glass windows, watch out. Ghosts, Archers, and a Kamikaze wait for you there. With your back against the windows, pick off your enemies at range. When the coast is clear, move west to collect a Ham in a Chest. Then follow the winding debris west for a real fight.



A Snake Gargoyle awaits. Hit it with your best Turbo attack, then fall back. It attacks. Run from side to side when the acid ball comes your way, falling back. Attack again when you see the short-range cone of acid, but step back before the Gargoyle strikes with the long-range ball of acid. When the beast has fallen, proceed west.

**Caution:** Another bomb-filled Chest awaits. The explosion destroys the goodies in a secret alcove behind the Chest. In that same alcove is another secret wall concealing a Crystal.

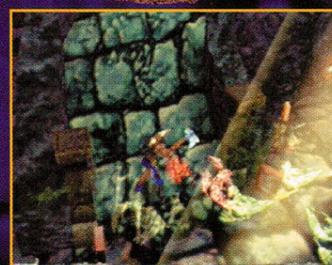
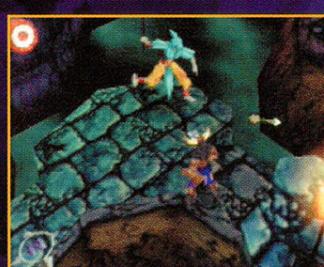
Among the fallen columns you pass is a wall switch (12) that lowers a nearby Blue Crystal. Collect the Crystal, then proceed west to a long row of Red Crystals. Be careful of a Kamikazes halfway down the row. Make your way down the sloping tiled floor until you reach a target switch (13) on the west wall. By hitting the target with a well-aimed shot, you can lower a hand lift to the south.



After getting to the lower level, follow the catwalk east to a landing with spiked floor traps. Proceed with caution, destroying Ghosts and avoiding the nearby Bomber. Follow a stone ramp north to gain access to a lower level. Open the locked gate at the end of the twisting ramp, prepared for a serious fight.

**Tip:** Don't use your Turbo attack to clear the area at the bottom of the ramp. You'll need it for the General just beyond your field of vision.

Ghosts crowd the locked gate, starving for a nice piece of hero. Clear them out from a distance before moving north to activate a target switch (15). This switch raises a nearby platform, granting access to treasures near the exit. Trigger a neighboring wall switch (14). An L-shaped platform rotates, allowing you to proceed.

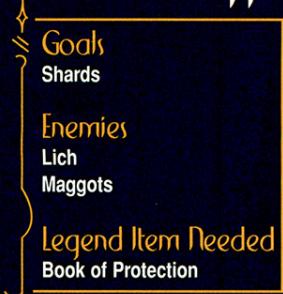


The rotating stone platform also allows a patrolling General to come your way. Do your best to take him out before he sees you—you should be able to take him out with a single Turbo strike. To the south is another target switch (16). This switch raises a platform with another Crystal.

Continue north, clearing out the swarms of Maggots. You soon arrive at a landing; the level exit is on a raised ledge above you. Using a nearby wall switch (17), lower the exit. A switch a few feet to the east (18) raises a single stepping stone to the exit portal. Before leaving, take a few shots at the wall directly behind the exit portal to find a secret alcove housing a single Crystal.



# Lich's Crypt



**Caution:** Do not face the Lich without the Book of Protection (found in the Sky Shipyards in the Sky Dominion). Although it is possible to defeat the Lich without it, you would take horrendous damage.

## Walkthrough

Make sure you have the Book of Protection before battling the Lich. The book burns the Lich, giving you a big head start on the long battle. You'll also need a Rapid Fire power-up. The Lich is also vulnerable to Light Magic, but there is a Light Amulet within the Lich's Crypt.

### Lich Attacks

#### Bounding Leap



With a bounding leap, the Lich can send concussion waves through the floor of his lair. This attack has extreme range and will stun and horribly damage any hero caught in its wake.

#### Spinning Blades

Quick to follow the bounding leap is a spinning blades attack. In the blink of an eye, the Lich sends blades soaring in a deadly arc, spinning around his body. If you see the Lich tuck into a ballet stance, drop back immediately.

#### Hand of Death

Another of the Lich's attacks is the hand of death. An enormous gnarled hand reaches up out of the ground, gripping and crushing the hero. When you see the Lich raise his hands above his head, move. If you are mobile, the hand rises where you used to be.



### Maggot Mound



The Lich regurgitates Maggot mounds, and spews fully grown Maggots at a horrific rate. *Immediately* destroy them.

### Battle Strategies

The Book of Protection activates as the battle opens. Blinded and burnt, the Lich will writhe in agony for a few moments. In this time, collect the Light Amulet and Extra Speed power-ups, then begin hammering away. Nail the Lich with your best Turbo attack to weaken him further.

Your honeymoon is over when the Lich regains his senses. Keep mobile, never standing still for more than a few seconds. Even moving, you will almost certainly be hit with a few of the Lich's best combos. When you return to your feet, make sure you get away from the Lich as soon as possible.

Although your Turbo attacks do tremendous damage, a rapid succession of standard ranged attacks can weaken the Lich considerably. When the Lich reaches 75, 50, and 33 percent Health, it pauses, viscous green blood spewing from its face. Use this opportunity to dig into its withered hide before it recovers. If you keep mobile, hit the Lich with Turbo and standard attacks, and utilize the Light Amulet, the Lich will fall. Gold and Silver coins are scattered on the floor of the Lich's Crypt as a reward.



# Mountain Kingdom

## Valley of Fire

### Mountain Kingdom

#### Legend

- Trigger
- Elevator Raising
- Shootable Wall
- Runestone

Goals  
Golden Icon  
Runestone

Enemies  
Kamikaze Grunts  
Mountain Grunt Archers  
Mountain Grunts  
Snake Gargoyle

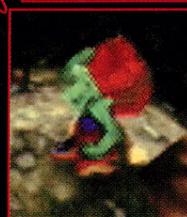


#### Walkthrough



#### Mountain Grunt

Mountain Grunts are strong and powerful brutes whose raw fighting abilities are matched only by their lust for destruction. Grunts are separated into three separate clans of smaller, goblin-like creatures, average grunts, and truly large, maul-toting goliaths. All Grunts are spawned from the tunnels leading to their vast network of underground caverns. Destroy the tunnel entrances and you'll stem the flow of new Grunts.



#### Kamikaze Grunt

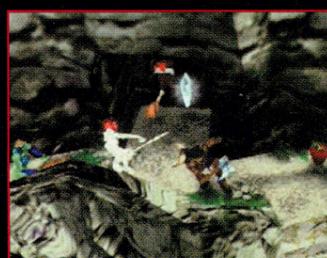
Kamikaze Grunts are different from their Zombie counterparts in one important way. They cause explosive damage that is more severe, and likely to stun characters. The upside is that Kamikaze Grunts don't leave behind a haze of deadly green gas when they explode.



You begin at the southernmost end of the valley, standing beside a series of Barrels. Immediately fire on the approaching Grunts, taking out their generator with a series of well-placed shots. Then turn to the south and eliminate a Grunt Archer waiting to snipe at your back. When the landing is clear, collect the Keys and crack open nearby Barrels to find an Extra Speed power-up. There's a Potion inside a Chest to the south.



Move to the east across a rickety plank bridge to a medium-sized outcropping. Toast the Grunts you find here, then grab the Crystals and other items. Next, turn north again, following a row of Purple Crystals up a nearby staircase. At the top of the staircase, the trail turns left. Hack the north wall along this section of the trail to reveal a secret alcove.



Inside the alcove are a Drumstick, a Crystal, and a single wall switch (1). Trip the switch, then head back down the stairs you just came up. You'll find the level's only Runestone at the bottom. Head back up the staircase to the secret alcove you revealed.

Follow the stairs as they wind west to a new landing. Destroy the enemies there and collect the Crystals. Don't forget the row of Purple Crystals to the south. Turn north, following a new staircase as it winds up the cliff face.



**Caution:** Beware of the fire spouts found in cliff faces and ledges of the valley. Singly, they do little more than singe your hair, but collectively, they can cause serious damage.



You face a few more Grunts on your way up the mountain, but take heart—a Thunder Hammer power-up awaits the diligent. Continue up the cliff face, following the mountain ledges as they creep west. When you approach the final staircase, get ready for a fight.

At the top of the staircase is an angry Snake Gargoyle. There is very little room to maneuver, so be careful. Hammer it with your best Turbo attack, followed by a Potion or two. Keep moving up and down the stairs, using the cliff face as cover when the beast spits an explosive ball of acid. When the Gargoyle falls, snatch up the set of Golden Snake Fangs, loot the area, then head north up another staircase.



Wind north, following the trail. There is only light resistance as you climb the short distance to the top of the mountain. The exit portal is at the top, and a Green Crystal is thrown in for spice. Collect the Crystal and return to Sumner's Tower.

## Dagger Peak



### Legend

- Trigger
- Trapwall
- ◆ Locked Gate
- Secret Room
- Elevator Lowering

### Goals

- Golden Icons
- Secret Stage Access

### Enemies

- Kamikaze Grunt
- Mountain General
- Mountain Grunts
- Mountain Grunt Archers
- Mountain Grunt Bombers
- Red Death
- Scorpions
- Snake Gargoyle
- Stone Golem

## Walkthrough



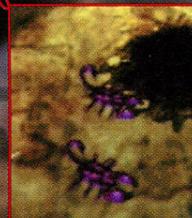
### Mountain General

Mountain Generals look like monstrous green-skinned orcs in Mongolian battle armor. They are slightly more durable than the Town General, and capable of inflicting more damage.



### Mountain Grunt Bomber

Grunt Bombers are nearly identical to Zombie Bombers, but they throw their bombs a little faster.



### Scorpion

Scorpions are the ankle biters of the Mountain Kingdom. Although they do similar damage to the Maggots of the Forsaken Province, they move more quickly and are more likely to swarm.

**Tip:** Only open the gates you have to. There is typically more than one way to access each trail and passage within Dagger Peak. If you use your Keys economically, you should have enough to open the necessary gates as well as every Chest.



You begin on a large outcropping of rock at the south end of Dagger Peak. Destroy the Grunts and their nearby generator to secure the area. When things are quiet, collect the contents of the two Chests on the landing; the Fire Amulet power-up is among the treasures. Move to the northern trail, picking up the Potion and the Purple Crystals there. *Do not go through the locked gate.* Instead, turn around and return to the spot where you started.



Move east, dispatching the Grunt Archer, then follow a trail of Crystals. You soon come to a landing with a trail exiting to the north. Follow it, wary of a Kamikaze Grunt waiting to blow you to bits. Grab the nearby Electric Shield and rush through the enemy troops.



You come to an intersection of four trails. Take the trail to the west that climbs up the mountain. Use the Electric Shield to smash the resistance. The western trail switches south, then north, and a stalking General patrols at the trail's end. Wait until the General is walking away from you, then rush it with the Electric Shield and hammer it with your best Turbo attack. The combo should lay him flat in a matter of seconds. A burst of magic should dispel Death if an errant shot releases him from a Barrel.



From this new landing you can see a Steak behind a locked gate. Use a Key to rush through the gate, gobbling up the meat before rushing down a trail to the east. Collect all Crystals and Keys on this path until you come to a locked gate. Then backtrack your way to the landing where you defeated the General.

**Note:** On this landing you find a crypt-like structure. You can't get to it now, but the level's only switch opens it later.



From the landing, move east, blasting a Bomber on a high ledge to the north and a Grunt Archer to the east. Then take care of the dozens of Grunts in the area. Ignore the locked gate to the north for now. Instead, press east, destroying a Grunt generator and collecting a badly needed Key. Return to the gate, and rush northward to flip the switch (1) that opens the crypt-like structure you just passed.



The crypt-like structure reveals a much-needed Rapid Fire power-up. Run back to collect it, then rush back and go through now-open gate, past the triggered switch. Quickly eliminate all Grunts that guard the winding trail. You will come to a landing with two ascending exits—one wide and due north, the other narrow and to the northwest. Take the northwestern passage and get ready for a fight.



An angry Snake Gargoyle waits on a painfully small ledge. There is little room to fight, so hammer the beast with your best Turbo attack, followed by a quick burst of your Rapid Fire-enhanced ranged fire. Drop a Potion before retreating down the path you came, staying mobile to avoid the Gargoyle's deadly cone of acid and ranged ball of acid attacks. After a ball of acid flies by, rush up the ramp and nail the beast again, then immediately rush down the trail to safety. Continue this hit-and-run tactic until the Gargoyle falls.

Collect the set of Golden Snake Fangs, then return to the lower-left ledge to rest. Let your Turbo recharge before ascending the wider of the two ramps to the north to battle a relentless Stone Golem.



### Stone Golem

Approach this battle cautiously. As soon as you see the upper landing, the Golem comes running. Your ranged shots are use-

less unless you are on the landing itself—the shots simply land in the ramp.

Fall back, retracing your path to where you flipped the level's only switch. Head down the trail until you are standing just before the open gate. The rock-brained Golem will get caught in the winding switchback, allowing you to attack at your leisure. Just don't get too close—you can still get caught up in the concussion wave of the Golem's mighty stomp.



Fall back to this point, and let the Golem get caught up in the switchbacks.



When the Golem is nothing but gravel, rush back to the landing where you met it, clearing any enemies you find there. Then climb the steep and rocky trail to the west.



You come to a split in the trail—one path has a locked gate, the other an easy climb.



If you have a Key, take the path behind the locked gate. You will find a portal to the Gauntlet Classic Treasure room. Collecting all the tokens in this secret stage grants you access to the powerful Minotaur character. For strategy on how to collect all the Minotaur tokens in the limited time you are given, consult the "Secret Stages" chapter of this guide.

Up the accessible trail are Scorpions. If you have an extra Key, open a Chest beside the exit portal before heading back to Sumner's Tower.

**Tip:** If you have any extra Keys, head through the gate east of the landing where you encountered the Golem. Just beyond the trail's lowest point, on the northern cliff face, look for secret alcoves. You will find one containing a White Crystal.

## Cliffs of Desolation



### Goals

Golden Icons

### Enemies

Kamikaze Grunts  
Mountain General  
Mountain Grunts  
Mountain Grunt Archers  
Mountain Grunt Bombers  
Red Death  
Scorpions  
Snake Gargoyle  
Stone Golem

### Legend

- Trigger
- Trapwall
- Locked Gate

## Walkthrough

**Tip:** Bring a few extra Keys to this realm. The Cliffs of Desolation are a labyrinth of locked gates and valuable Chests. There are exactly enough Keys to open all of the gates and Chests, but one misstep or prematurely-detonated Barrel means you'll have to leave valuable booty behind.



You begin on a rock clearing on the extreme west end of the Cliffs. Immediately eliminate the Grunt generator to the north, followed by the Scorpion mound to the south. Investigate the clearing, collecting the nearby Key and food. *Leave the Chest to the east*. Keys are a valuable resource, and that Chest only contains a bomb.

Use your first Key to open the locked trail to the east. Grab a Key Ring as you continue eastward, destroying the resistance. You eventually come to a Barrel sitting beside another locked gate. Open this Barrel for a juicy Drumstick, but leave the locked gate untouched. Instead, double back to the landing where you began this level.



Head up the gateless ramp to the east, ascending to a higher ramp. Move carefully—a flame spout and a Kamikaze await. You'll hear the drumming of a patrolling General near the new ramp. As the General walks away, nail it with your most powerful Turbo attack. Advance east, picking up a Key, then head down an adjacent ramp. After defeating the General, take out the generators behind these two

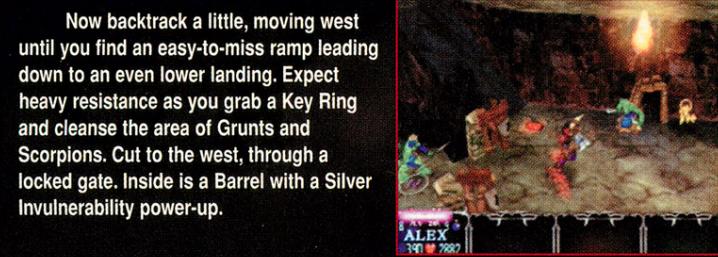
gates before opening them. You will find a Green Crystal and succulent Pineapple.

**Caution:** Leave this Chest alone. It wastes a valuable Key and releases a Red Death.



The lower landing to the east is swarming with surly Grunts and Red Scorpions. Clear the area, careful not to open the Chest at the base of the ramp you just came down as Death lurks inside. Instead, open the Chest that's slightly to the south, then move eastward to crack open a Barrel and score another set of Keys.

Now backtrack a little, moving west until you find an easy-to-miss ramp leading down to an even lower landing. Expect heavy resistance as you grab a Key Ring and cleanse the area of Grunts and Scorpions. Cut to the west, through a locked gate. Inside is a Barrel with a Silver Invulnerability power-up.



**Tip:** Head east on the lower landing to find a Chest and a locked gate. Bypass the Chest if you can, then pass through the gate to collect a huge cache of Gold and Gems.



Collect the Silver Invulnerability power-up, then rush up the ramp to the east. Hurry, you don't have much time. At the top of the ramp is yet another ramp. Don't use it. Instead, speed west until you find a sister ramp ascending the cliff face to the same landing. Expect no gate this

time and prepare to attack the General *without using your Turbo*. Fight it in close combat—any stray shots could detonate Poison and Explosive Barrels to your immediate right.



When the battle is over, carefully shatter the Barrel between the Poison and Explosive Barrels. Collect the Apple inside, then flip the switch (1). It grants you access to another part of the map. Collect all the goodies on the ramp, including a Potion and a Key Ring before heading back the way you came.



**Caution:** You'll notice a huge black spot on the next outcropping. Avoid it like the plague. It marks the landing spot of a series of huge boulders that fall down the cliff face at regular intervals. If you get caught under one of these giant rocks, you'll take some boulder-sized damage.



Just beyond the landing site for the big boulders are several pieces of rock. Take shots to destroy them and gain access to an eastward ramp heading down. Run down the ramp quickly to keep from being pounded by falling boulders. At the bottom of the ramp is a locked gate to the immediate west. Head through it, stifling any resistance, then flip a switch (2). It lowers a gate to the east. Head back up the ramp you just came down, timing your ascent so you don't get splattered by falling rocks.

**Tip:** Ignore the Chest on the lower landing. It is filled with Junk.



**Tip:** On the landing to the south is a secret alcove set into the cliff face behind a secret wall. Collect the Keys and the Crystal inside.



head east, returning to the locked gate the Golem was defending.

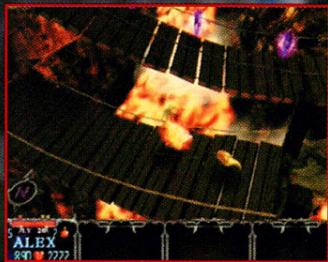
Head through the gate, continuing east. More boulders plummet down the cliff face here. Avoid them, collecting Crystals as you make your way across a rickety wooden plank bridge. A ramp leads to a congested landing, and a Grunt Bomber peppers you with fire from a safe nook in the cliff face. Take out the Bomber with a Potion or Turbo attack, then clear the landing. Pick up the Fire Amulet power-up behind a tree to the north, then head east again.



At the upper landing, head east. Soon, you run headlong into a Stone Golem defending a locked gate. Take shots as you retreat to the west, moving past the boulder-landing point. Make your way to the stone bridge and pepper the Golem from there. It should get caught up on the edges of the cliff, allowing you to take it apart at range. With the Golem defeated,



Take out the Kamikaze on a downward ramp to the east. Next, go west, then south to a lower landing. Ignore the locked gate. There is a better way to traverse the river of lava.

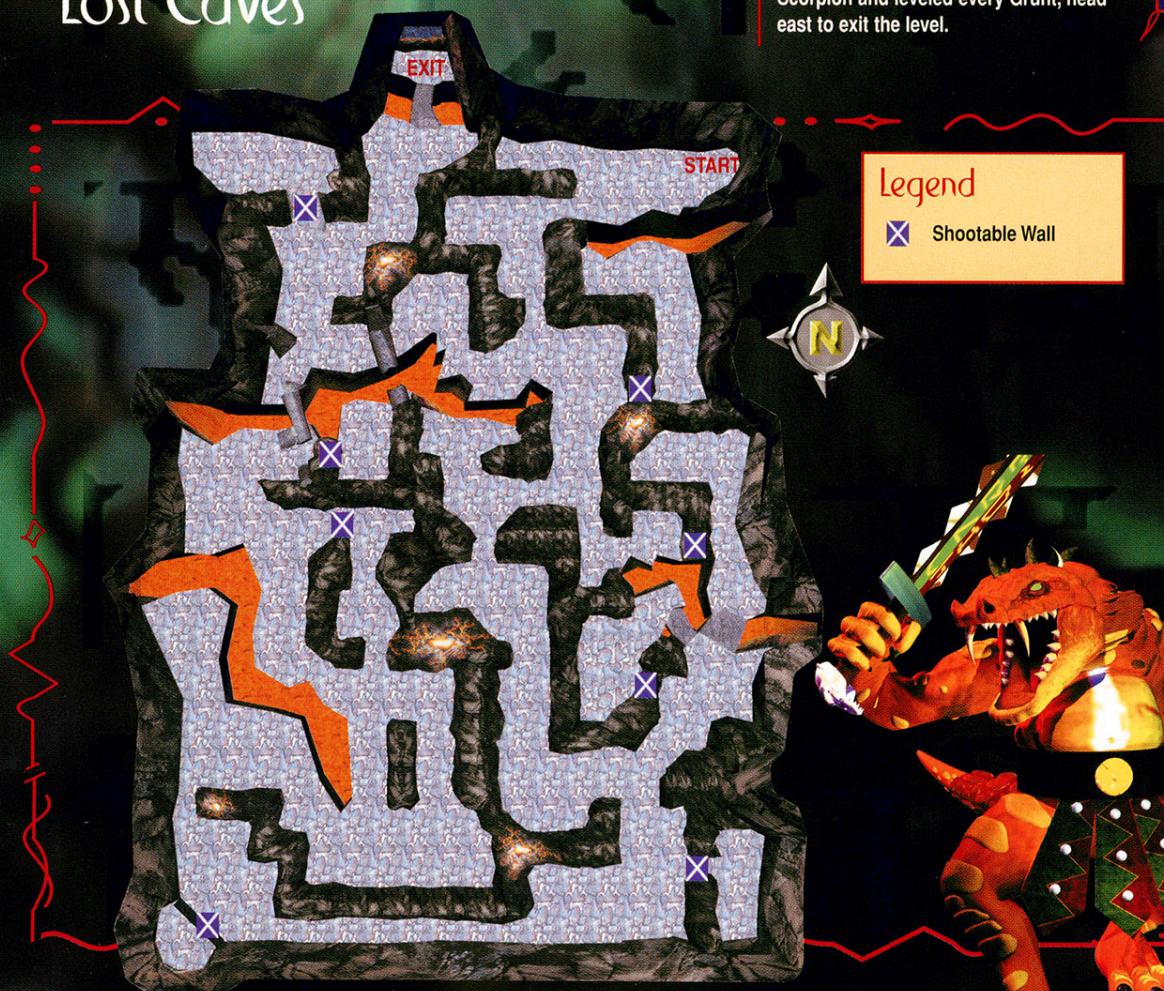


Now on a lower landing, cleanse the area of evil, before heading east along the lower of the two rope bridges that cross the lava river. Collect the Golden Snake Fangs and the Silver Invisibility power-up on the bridge, then continue east. While you are invisible, rush to meet a surly Snake Gargoyle. Shred the beast from a distance. It can't see to attack you, so it sends out clouds of noxious gas. When the Snake Gargoyle has breathed its last, collect the Golden Snake Fangs, then return to the west to collect the Crystals and the Chest you left behind.



Don't miss the Crystals on the upper of the two rope bridges. After you pick them up, follow the rolling boulders down a ramp in the south. You meet moderate resistance on this final landing. Get out of the way of the falling rocks, then clear the area. When you have squashed every Scorpion and leveled every Grunt, head east to exit the level.

## Lost Caves



### Goals

Golden Icon

### Enemies

Blue Demons  
Demons  
Kamikaze Grunts  
Mountain General  
Mountain Grunts  
Mountain Grunt Archers  
Mountain Grunt Bombers  
Scorpions  
Snake Gargoyle  
Stone Golem

### Legend

Shootable Wall



## Walkthrough



### Demons

Demons move fast, attack fast, and come out of their mounds fast. The Blue and Purple varieties bound toward you, and shred you with relentless attacks if you get too close. Worse, the Red Demons nail you with fireballs from extreme range, and they are also formidable in close combat.



You start out in the northeastern corner of the map. Enemies besiege you from all sides. Eliminate the pair of Grunt Archers and the ankle-biting Scorpions. By the time you notice the Stone Golem, he is almost on top of you. With no room to maneuver, wait until the Golem is standing over you with his fist raised, and blast him with your best Turbo attack. Follow up with ranged fire, and victory is yours.

**Note:** Take note of the compass position. It can be confusing. Although you begin in the north, you're starting at the bottom of the map.

**Tip:** Check out each Chest before opening it—there are a lot of goodies and traps hidden in this level. The X-ray power-up lasts a long time, so use it liberally.



Collect the X-ray Glasses power-up, then go southwest. You immediately run into Demons. Destroy them at range, taking out the mounds to the west and south. Once you have cleared the threats, turn your attention east. There's a secret wall to destroy. Beyond the wall is a stalking General. Take him out and collect the booty he was protecting. When you have finished, leave the secret

alcove and head west, following a flowing river of molten lava.

Destroy another Demon mound, then collect the Steak inside a nearby Chest. Once you've supped, make your way east, then north, following a row of Crystals. The passage splits south and west. For now, follow the southern passage. It winds east, briefly following a river of lava. At the passage's end, cut through another secret wall, then rush into the hidden alcove to collect a series of Chests.



**Tip:** Take any opportunity for potshots at enemies and their generators from across rivers of lava.



Now head back to the split in the passages. This time, take the western passage. It reveals a relatively large landing. Move northwest to collect Golden Snake Fangs someone left behind. Now make your way south, where you face Red Demons for the first time. Quickly take out their generator, using Magic or a Turbo attack if things get hairy. A Ham in a Chest rewards your efforts.



Continue, collecting Crystals and pillaging Chests. Be wary of a lurking Kamikaze. When the passage splits again, turn south to collect a series of Silver- and Gold-filled Chests behind a secret wall. Turn north, and follow the northern passage as it winds west and becomes a long and narrow corridor brimming with Crystals.

**Tip:** In the southeast corner of the map is a small cache of items and food. Cut through a discolored secret wall to access the hidden chamber, then eliminate the Bomber and Scorpions guarding the goodies.



Follow the narrow corridor to the southwest corner of the level. A secret wall conceals a Chest and a Crystal. In the Chest is a Gold Invulnerability power-up. Collect it, then rush north into a horde of enemies. Hack and slash your way through Demons, Scorpions, and Archers, milking every second of the power-up. When it wears off, double back and collect the Chests you left behind.

Wind east, then north around the end of the lava river. Head south into a cramped alcove filled with Blue Demons. Shred them and collect the Fire Breath power-up inside a Chest. Use it to devastate Demons as you make your way eastward. Follow the serpentine passages to come to a stone bridge that spans a raging lava river. Before crossing the bridge, turn east to discover another secret wall. Blast the buggers behind it, then collect a cache of Keys.



Cross the bridge, heading due north. You find a small patch of Demons and Scorpions protecting a Key Ring. Collect it, then leave the alcove, turning east. Follow the passage as it winds north, revealing the exit portal. Don't forget to open the Silver Chest before leaving. It produces a

random item. Could be peaches, could be meat!





# Volcanic Caverns

Note: Trigger #3 is invisible and is located under the golden snake fangs.



## Walkthrough



You begin on the extreme southern end of the Volcanic Caverns, with only Scorpions to deal with as the level opens. Take them out, then collect the Potion in a nearby Barrel before heading to the next landing. Things get ugly from here—really ugly.



The landing to the north is swarming with Blue and Purple Demons, and a crafty Bomber who throws as he retreats. Keep your distance, eliminating the Bomber, the Blue Demons, and the Purple Demons, in that order. When the area is cleared, destroy all Barrels and collect the loot. With the Keys you find, open all of the Chests except the one closest to the cavern wall. It only contains a bomb.

**Tip:** A Chest blocks your shots at the Blue Demon generator. Move slightly east along the landing's edge to take it out.



Now move north across a narrow land bridge. A Kamikaze waits there, so be careful. Follow the row of Crystals westward, methodically eliminating the many Demons. Keep moving side to side. A Grunt Archer is hiding behind the hordes of Demons. When the landing is clear, collect the treasures. All but one avenue of advance fall into a sea of lava. Follow that final land bridge southwest.

# Mountain Kingdom



More Demons and Scorpions await on a landing. Dispatch them quickly, then continue along the only open route. Watch for falling rocks as you cross to a huge ledge cut out of the southern side of the cave. Eliminate the resistance, then move to collect a 3-Way Shot power-up in a nearby Chest. You'll need it. When you are ready, head north.

**Caution:** The falling rocks don't land on a preset site like you've seen in the past. Instead, moments before impact, they cast a shadow where they will land. If a shadow falls over your character, move!



The next landing is full of monsters. Use the 3-Way Shot to push the enemy back, destroying their generators as well as the area's many Barrels. Collect the goodies, then head east. Leave the Chests if you are low on Keys—Death, Junk, and a Cherry are all that await you.

Make your way east, then north. With the exception of a Kamikaze and a Archer, you face very little resistance on the next landing. Continue northeast across the land bridge to face a mob of Scorpions and Demons. You take fire from Bombers, and several Red Demons attack from other ledges. Save your Turbo, keeping mobile as you target each group of enemies and their generators.



Now make your way west. Move carefully—falling boulders abound on the land bridge to the next landing. A General patrols on the other side. You have limited space to maneuver, so make your Turbo attack count. Wait until the General charges, then nail him. If you give him a chance to block, the battle will be long and bloody.



When the battle is over, move to the western wall of the cavern. There is a discolored section of rock. Destroy it to reveal a switch (1). It rotates a freestanding platform into position so that it can be accessed later. Collect the Supershot power-up in a nearby Chest before heading northeast to continue your journey.



Move northeast to a new landing. Use your Auto attack against the light resistance there, saving the Supershot for more fearsome opponents. Continue southeast to yet another landing, this one with more stalwart enemies. Use your Supershot here, against the hordes of Red and Blue Demons.

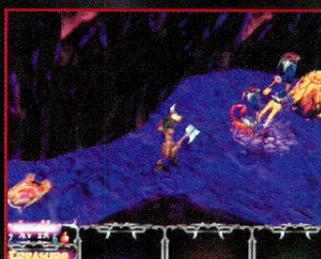


You reach an enormous ledge cut into the eastern wall of the cavern. To the south is the platform you rotated by activating switch (1). It is now accessible. Leave it for now, however, and focus your attention on the of enemies taking pot-shots at you. When the ledge is clear, don't progress along the land bridge to the west. Instead, look along the cavern for a secret wall. Take down the wall to discover a

switch (2). Flip it, then go back to the rotating platform to the south.



Cleanse the platform of enemies, then collect the Golden Snake Fangs from the platform's center. Beneath the Fangs is an invisible switch (3). Triggering it allows you to access the Javelin of Blinding later on. Return to the ledge to the north, then turn west, ready for a fight.



A Stone Golem greets you as you cross to the landing to the west. Fall back and allow the Golem to follow you to the larger ledge to the east. There is more room to fight there. Keep mobile as you pepper the Golem with ranged fire, finishing it off with a Turbo or Magic attack. A Pojo power-up is your reward. Don't use this power-up quite yet. Instead, go to the landing the Golem guarded.

On the landing's north side is a switch (4). Flip it to access a narrow rock ledge below. If you have tripped the previous switches, you can now walk across and collect the Javelin of Blinding. This Legend Item can be used against the Plague Fiend guarding the Shard of the Sky Dominion.



Take a moment to recharge your Turbo. When you are ready, take the rock lift to the top of the landing and collect the Pojo power-up. It transforms you into a chicken on steroids, known as Pojo. Head west to meet your final challenge. A Snake Gargoyle waits on the final landing. There is little room to maneuver, so fall back to the landing to the east, hammering the

Gargoyle from the landing's edge. Keep mobile, nail this behemoth with your best Turbo attack, and pepper it with Pojo's fireballs.

With your last obstacle removed, clear this final landing of any remaining nuisances, grab the Golden Snake Fangs, and head back to Sumner's Tower via the exit portal.



### Dragon's Lair

#### Goals

Shards

#### Enemies

Dragon

#### Legend Item Needed

Ice Axe

The Dragon, as powerful as it is, is vulnerable to electric attacks. Before engaging the beast, arm yourself with an Electric Amulet power-up, supplemented by a Rapid Fire or 3-Way Shot power-up (or both). The Dragon resists fire attacks.

### Dragon Attacks

#### Fireballs

The Dragon's most frequent attack is explosive fireballs. They come in two varieties—regular, and extra crispy. The regular shots move slowly and predictably. They are the most common, and the easiest to avoid. Extra crispy fireballs rocket toward you unpredictably, often hitting you even if you attempt to dodge. Your best defense against extra crispy attacks is to keep moving.

#### Dual Fireballs



### Walkthrough

**Caution:** Never face a boss without the appropriate Legend Item—in this case the Ice Axe. Although it is possible to win without it, you will be badly injured if you survive.



As the Dragon takes more damage, it begins sending its attacks two and three at a time. These fireball spreads are much more difficult to avoid. Worse, the Dragon starts leading its shots, firing ahead of you in the direction you are running. The only saving grace is that these devastating attacks are relatively rare.



#### Fire Breath

Another of the Dragon's favorite attacks is a huge fountain of flaming breath. This attack can cause horrific damage, burning and stunning even the most stalwart heroes. Luckily, there are two lines of defense against it. First, stay back. The fire breath is a relatively short-range attack, rarely effective farther than the outer row of stone pillars. Second, hide behind a pillar. Even if you are up close, a pillar can protect you from getting crisp around the edges.

#### Concussion Wave

One of the Dragon's most effective attacks is the concussion wave. With the stomp of its mighty clawed foot, a wave of annihilating energy is sent forward in an inescapable arc. The only defense is either a block, or more effective, darting behind one of the stone pillars.



### Battle Strategies

Enter the Mountain Kingdom to access the final stage and fight the Mountain Kingdom's boss, the Dragon. The massive Dragon sits atop a rock pedestal. As combat begins, the Ice Axe flies across the battlefield and plunges into the Dragon's scaled hide. He is momentarily frozen. Take this opportunity to hit the Dragon with everything you've got.

The Ice Axe only gives you a head start. The rest of the battle is won with quick feet and good aim. Scattered throughout the battlefield are stone pillars you can use to avoid the effects of the concussion wave and fire breath. As these attacks come your way, duck behind the pillars for cover.



As the pillars take damage, they begin to glow a pale red. The more damage they take, the brighter they glow. If the pillars absorb too much punishment, they explode, often revealing power-ups. Your own shots, and especially Turbo attacks, can also damage or destroy the stone pillars.

Dart back and forth, stopping for no more than a two-count, firing, then moving again. As the Dragon takes more damage, it increases the speed and frequency of its fireball attacks. Often, it hammers your hero with two or three fireballs at the same time. If you stay in motion, you are much less likely to be hurt. Stone pillars offer little if any protection from explosive fireballs.



The Dragon is such a large target that virtually anything you fire will hit. Shots that hit the Dragon's head do the most damage, but don't worry about where you hit, simply worry that you hit. Although Turbos are your most effective attacks, don't underestimate the effectiveness of your standard ranged attacks. Pepper the Dragon with round after round of long-range fire weakens it, and you can finish it off with your Turbo or Magic attack.

When you use your Turbo, move closer to the Dragon. This lowers the amount of collateral damage done to the stone pillars that are your only source of protection.



When the Dragon expires, collect the Gold and Silver coins that spew from its body. Sumner automatically transports you back to his Tower.



# Castle Stronghold

## Castle Courtyard



### Walkthrough



#### Castle General

Castle Generals are both tougher and smarter than either Town or Mountain Generals. They can inflict more damage and take a lot more punishment. Worst of all, Castle Generals are very good at anticipating your attacks and raising their defenses in time to counter.



#### Castle Grunt

Castle Grunts are a surly lot, moving against you in huge hordes, weapons swinging. They're much faster than either Zombies or Mountain Grunts. The smallest of the Castle Grunts can swarm over you like raging ants.



### Castle Grunt Crossbowman

Crossbowmen are similar to Archers, with two major distinctions: They have a higher rate of fire, sending volleys of deadly bolts your way. They also move more quickly, darting out of attack range when pressed.



### Rats

Rats are your typical ankle biters. They offer no real threat, and simply bumble about looking for exposed flesh to sink their teeth into. The only real danger lies in being surrounded by large numbers of the vermin. Their sharp claws and needle-like teeth can shred careless characters.



### Tentacles

Tentacles are much more like traps than they are traditional enemies. They guard areas, slipping a powerful tentacle from the depths of murky waters or though the slimy grates of the sewer. Tentacles are virtually indestructible if your hero is below experience level 75, so do your best to avoid them.



You run headlong into a patrolling General. Although this brute looks slightly different from those you have faced in levels past, he is comparable in damage and behavior. Wait for the General to charge you, then nail him with a Turbo attack mid-stride. If the General blocks, fall back to the courtyard below—you'll need room to maneuver. When the General falls, move east, squashing vermin and taking out a small mass of Grunts. Keep mobile—Archers plague the area.



With just a few steps, you arrive at a small foyer with a glowing blue pool near the south end. Barrels filled with useful items sit near the banks of the pool, guarded by a hideous pink Tentacle. Avoid it, collect the goodies, then turn north. A switch (1) sits on a castle wall, with a neat row of Blue Crystals lying beside it. Flip the switch to raise a platform in the middle of the glowing pool. You can't yet reach the platform, so head north, grabbing the row of Crystals as you go.



You find a minor maze of hedgerows with a nasty new trap. Work your way through the hedgerows, opening gates and eliminating the light resistance there. Take out an unseen Bomber to the south; it lobbs tons of explosives if you give it the chance. Make sure you clear out all of the enemies in the hedgerows—you may need a clear escape route to fall back to.

**Caution:** You face a new trap—a pair of electrified plates that periodically blast huge amounts of annihilating energy between them. If you are caught in this trap, expect to take serious damage. Luckily, each plate glows a pale yellow before its energy is released.



At the end of the winding hedgerows is a beast you've never faced before—the Eagle Gargoyle. There is little room to maneuver, so fall back to the castle wall and pepper the beast with ranged shots. When the Gargoyle advances, retreat into the hedgerows and use your Turbo to finish it off.



### Eagle Gargoyle

The Eagle Gargoyle is a fearsome opponent, and more durable and deadly than any creature you have faced. The Eagle spits coiling rows of lightning from its beak and shoots an explosive ball of lightning from long range.

Tactics for defeating the Eagle Gargoyle are much the same as those for the Snake Gargoyle. Hammer the beast from a distance while staying mobile. It shoots long-range lightning balls, quickly followed by a blast of short-range lightning coils. Turbo attacks weaken the Gargoyle, but rarely, if ever, knock it out in a single punch.

Even when you can't see the Gargoyle, continue to fire in its direction. You will know you are hitting it when you hear a clang metal-on-metal noise.



With the Gargoyle defeated, collect its Golden Eagle Feather, then head south over an arching wooden bridge. Move west until you come to another hedgerow. Start hacking at the brambles to reveal a secret wall. Prune back the enemies behind the secret wall, then move to the ruby red transporter to the south.

**Tip:** Watch your stray shots. Any that hit Death will awaken him, requiring you to use a Potion.

Hopping from transporter to transporter, teleport your way east until you reach a wall switch (2). Flip it to raise a second platform at the center of the glowing pool. You can now access a Black Crystal. Collect it and return to the alcove you revealed by cutting through the secret wall in the hedgerow. Beside the transporter you have already used is a locked gate. Head through it.





Clear out the stiff resistance behind the locked gate and collect the Levitate and Rapid Fire power-ups. Go north along the castle wall. With your Levitate power-up in full effect you can dance across the spike traps. Exit the corridor and turn west, wading through Rats and low-level Grunts.

Continue west as far as you can go, turning south at the castle wall. You find an obelisk-shaped stone in the southwest corner. Cut through the stone to reveal a Chest and a wall switch (3). Collect the Turbo Boost power-up in the Chest, then flip the switch to trigger a gate to the east and reveal a secret alcove. In the alcove is a coveted Golden Eagle Feather. Rush back and collect it, then return to the southwest side of the castle.



Now head north, through a small passage in a fortified brick wall. Beyond the wall is a ramp leading down, with a Blue Crystal hovering over each step. Descend the ramp, collecting the Crystals as you go.



At the bottom of the ramp is a pair of locked gates. Head through the gate on the right, making your way north until you have destroyed all resistance. As the passage ends, turn to the hedgerow on the left and start pruning. A sickly brown portion will give way, allowing you to proceed west.

Cut through a section of wall directly to the west of the secret hole in the hedgerows to find yet another hidden passage.



Charge up a newly-revealed staircase to engage a horde of Rats and low-level Grunts. Follow the rampart as it winds south, careful not to impale yourself on a pair of spike traps in the floor. Trigger a wall switch (4) before continuing south. The switch raises a platform and a Chest later in the level.



Ignore the locked gate near the switch, instead rushing up a tiny staircase to the south. Follow the main castle wall east, wading through hordes of Grunts, and following the battlement as it wraps around the corner. The battlement eventually ends with a short staircase leading to ground level. Nearby is a large, oddly shaped, and discolored section of wall. Chop away to destroy this secret wall. Now step past this wall a safe distance and destroy the Green Barrel you just passed. Under the Green Barrel you'll find a floor trigger that lowers a wall near a flaming rock that was hurled through the castle walls. In the crater left by this rock you can recover a Yellow Crystal.

**Tip:** You can continue westward to destroy all enemy forces camped out along the base of the rampart to net yourself a pair of Keys and a lot of enemy corpses. If you have enough Keys, however, just head up the staircase to the east.



**Tip:** To the south of the tall staircase leading east is a section of wall that can be destroyed. Beyond is an alcove with a Barrel and Explosive Barrel. Without detonating the Explosive Barrel, crack open the nearby Barrel to reveal an Electric Breath power-up. As you move to collect it you activate a hidden switch (5) which lowers a wooden wall into a smashed castle tower to the north.



back down the stairs, and battle where you have room enough to maneuver.

When the General falls, pillage his body for a Key Ring, then use one of the Keys to open the Chest you raised into position earlier with the wall switch (4). You'll find a Reflective Shield power-up. With shield in hand, continue up the stairs until you stand atop the castle wall. Atop the wall, the battlement winds east and west. Take the eastern passage for now, climbing another set of steep stairs.

Destroy the enemy troops stationed there, collect a Key, and break open a door at the end of the battlement to reveal a Cherry.



Now make your way west, following the serpentine castle wall. Take out a pair of pesky Crossbowmen, then continue west. *Leave the Explosive Barrel behind the Crossbowmen*—you'll need it in a moment. You eventually come to a corner tower, protected by a locked front door. Clear the area around the gate, then get ready for a real fight.

**Caution:** Be careful of Kamikazes—they wait around almost every turn. Often, you can't see them due to the camera angle, so stay alert.



## Granite Golem

The Granite Golem is similar in behavior to other Golems. The major differences are in how much damage it can inflict, and the terrain in which it appears. Unlike the wide expanses of the Forsaken Province or the Mountain Kingdom, narrow corridors and soaring battlements dominate the Castle Stronghold. There is much less opportunity

to hang up a Granite Golem on an obstacle.

Your best tactic when facing Granite Golems is to nail them, then fall back. This means it's essential to clear the area behind you of *all* enemies. Even a Rat can keep you occupied long enough for the Granite Golem to catch up and inflict some serious hurt.



Open the gate to release the fury of the Granite Golem. Fall back to the east, peppering the Golem with shots before retreating. Allow the beast to collide with the Explosive Barrel you left on the battlement. Finish the Golem off with a Turbo attack, then proceed west again and investigate the corner tower. Defeat the lowly Grunts, and collect the Extra Speed power-up in a nearby Chest.



Now rush north. You face little more than Rats and Crossbowmen as you progress. You come to a corner tower; as you approach, be extra careful of the Kamikaze outside. Clear out the corner tower and collect the rich Chest of Gems within. With Gems in hand, make your way east to the castle ramparts.

Once in the Rat-infested ramparts, head back down to the castle wall. You discover another tower on the castle's northeast corner. The area is abuzz with flying arrows—a trio of Crossbowmen take shots from three separate directions. Before moving into the tower, take out the two Crossbowmen on the rampart to the south. Proceed through the locked gate protecting the corner tower, giving the third Crossbowman and the guards there a taste of what you just gave the two other Crossbowmen.

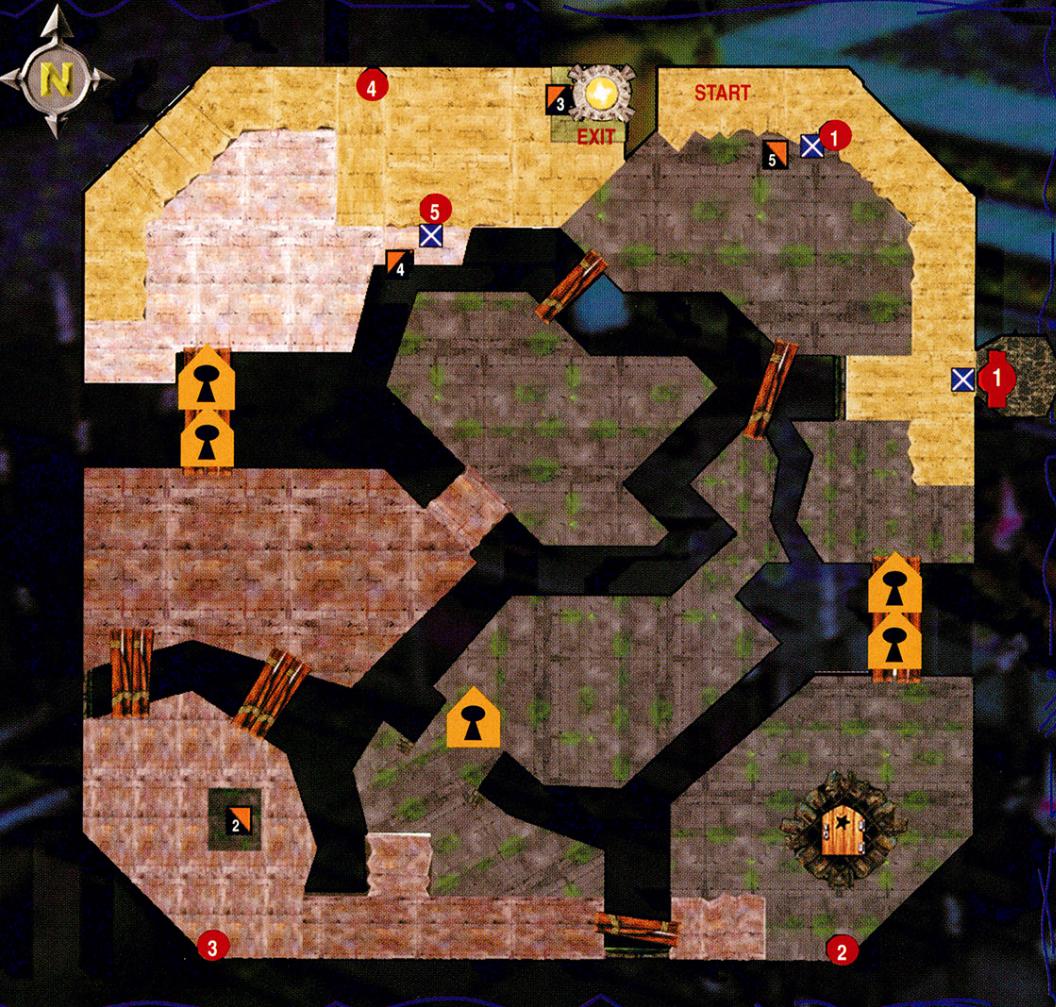


Inside the tower is a trigger (6) that activates a platform to the south, allowing you to progress along the castle battlements. Move to the platform and collect the scrumptious Steak. Now head south, avoiding the numerous traps and eventually coming to yet another castle tower. Again, watch for a Kamikaze.



A Bomber to the west contributes to the projectiles soaring through air. Take out the Crossbowmen behind the locked tower gate before moving down the battlement to dispatch the rest of the ranged fire. Press westward to reach the exit portal. Before returning to Sumner's Tower, duck behind the portal and cut through a secret wall to reveal a tasty treat.

## Dungeon of Torment



**Goals**  
Golden Icon  
Secret Stage Access

**Enemies**  
Black Death  
Castle General  
Castle Grunts  
Castle Grunt Crossbowmen  
Eagle Gargoyle  
Rats  
Tentacle

### Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall
- Secret Room

## Walkthrough



You begin on a landing at the top of a tall winding staircase. Immediately destroy the Castle Grunts to the east, along with their generator. Then make your way down the stairs, collecting Blue Crystals as you go.



You reach a landing near the bottom of the staircase. Turn to the east and cut though a well-hidden secret wall to reveal an alcove. Next, turn your attention to the high-level Grunts coming up a stairwell to the south. Eliminate their generator as well. Finally, take a few shots westward to take out an unseen Bomber and Archer. With the coast finally clear, collect the Potion to the west and the Key in the hidden alcove.

**Note:** Behind the Key in the secret alcove is a half Barrel of Gold. You can't reach it now, but remember where it is. You'll be back soon.



Down the stairs, you get a look at a long time resident of the dungeons—the enigmatic Tentacle. This Tentacle guards a Key that you'll need to get though the pair of locked gates to the south. Be ready for a fight when you head through the gate.



You run headlong into an Eagle Gargoyle. There is barely enough room to move, let alone fight. Collect the Fire Shield power-up in a near by Chest, then run around the beast. Once you've defeated it, collect its Golden Eagle Feather, and make your way up the staircase to the south.

**Tip:** The Eagle Gargoyle guards a valuable prize—the portal to the Space Station secret stage where you unlock the formidable Falconess secret character.

## Battling the Eagle Gargoyle

In this battle, there is little room to maneuver, no place to fall back, and the area is crawling with low-level Grunts, further limiting your mobility.



First, eliminate those pesky Grunts. Collect the Fire Shield power-up in a Chest near a platform entrance. With it, rush the Grunts and their generator. Now turn your attention to the Gargoyle. Don't rush it with your Fire Shield. The damage you will cause is negligible.

Use the Fire Shield power-up to eliminate the Grunts as you do laps around the beast.



Don't let the Gargoyle catch you.

Follow these directions, you escape with minimum damage. With the beast down, flip a nearby switch (2) to raise a platform later in the level.

**Caution:** If you can get to the secret stage portal underneath the Gargoyle, you will be instantly transported to the Space Station secret stage. When you return, the Gargoyle (and its Golden Eagle Feather) will be gone, and you will have to replay a level to retrieve the Feather from a different Gargoyle.



too long. Collect a Key Ring on the landing before heading north through the locked gate.

Huge Rat swarms wait beyond the gate. Take them out with a Turbo attack or Potion. If you are lucky, you'll exterminate the vermin and the Crossbowmen in the same shot. Pillage both Chests before moving northeast, squashing stray Rats beneath your heels.



Head across a small plank bridge to a new landing in the northeast. On the new landing, quickly collect a 3-Way Shot power-up beside a sewer grate. Be careful of the Tentacle guarding it, then use the power-up to clear away the enemy troops to the east.

When all is quiet, turn to the only Chest. Pepper the wall behind the Chest to reveal a secret alcove. If you have a Key, open the Chest and flip the switch (1) behind it. This raises the gate on the half Barrel of Gold you passed earlier.



Make your way from landing to landing, clearing the Rats and Crossbowmen. Pay close attention to the many Barrels. Keys and Key Rings abound inside. Climb a staircase wedged between two spike traps to the southwest, and prepare for battle. A hulking General charges you immediately, doing his best to slice you and press you back into the spike traps. Fall back to the landing below, giving yourself a good chance to maneuver and fight. With the General defeated, investigate the landing he was protecting.





Grunts pour toward you. Go back up the stairs and eliminate them, careful not to send any stray shots flying. Death stands in statue form to the west, and any damage (like the detonation of the Explosive Barrels behind him) will awaken him. Clear the landing, then head south across one of the two rickety plank bridges. For now, ignore the series of locked gates to the north.

The platform lift full of Gold and Crystals awaits you if you triggered switch (2). Wade through the resistance, then flip a switch new to this landing (3). It lowers the exit portal so you can access it later. Collect the remaining items, then return to the pair of locked gates you passed previously. Make sure not to disturb Death on your way.



Beyond the bridge and locked gates, prepare for a fight. The area is swarming with mid-level Grunts. Take them out systematically, moving to the stairs once the landing is clear. Press upward, taking out Grunts and Bombers on your way to a switch (4) on a landing near the top of the stairwell. It raises a platform below.

Head back down to the lower landing and collect the Black Crystal on the platform. A secret wall to the north hides a switch (5) and other small goodies. Flip the switch to lower a Complete Meal from the rafters of the dungeon. It is a long trip back to collect the meal, but well worth the effort. When you have supped, return to the staircase and climb to the top.



Swarms of Rats and motley Grunts are all that stand between you and the exit portal. Slay them gleefully, then return to Sumner's Tower.

## Castle Barracks



## Walkthrough



You begin on a drawbridge on the south side of the Castle Barracks. Immediately eliminate the Bomber on the right side of the drawbridge, then move forward to collect the contents of the Barrel he was standing beside. Make your way west, careful not to impale yourself on the spiked trap before the drawbridge. Take out small swarms of Rats and Castle Grunts until you reach a large courtyard.

Enemies pour in from a pair of generators to the north and south. Destroy the generators first, then mop up the surly Grunts. Move east until you reach a cart at the far end of the courtyard. Move up into the cart, then release a Potion to dispel Death and reveal a 3-Way Shot power-up. Do not fire even one shot—you might set off an Explosive Barrel.



**Tip:** When using a 3- or 5-Way Shot power-up, attack enemies at range. If you engage the power-up in close combat, you don't enjoy its damage-multiplying effects.



With the 3-Way Shot power-up in hand, move east, annihilating any enemies. With the bodies of the fallen behind you, flip the switch (1) beside a locked gate. The switch lowers a drawbridge. Unlock the gate and use the bridge to cross over a moat. The 3-Way Shot power-up should make short work of the Rats and Crossbowmen on the other side. Head north until you reach a switch (2) protected by a Grunt Bomber. Tripping it lowers another drawbridge, allowing you to cross west over the moat.

You face relatively heavy resistance on the west side of the moat. High-level Grunts and huge swarms of Rats bar your path. Cut through them, making your way north to a tall staircase. Every time the stairs end in a landing, there is another enemy generator and another spot of resistance. Continue southward until you reach a switch (3). Flip it to lower a drawbridge directly ahead of you. Cross the bridge and pacify the enemies on the catwalk to the south.



**Tip:** Don't pass an easy-to-miss Chest filled with Steak. The Chest sits beside a spike trap and a drawbridge that has yet to be lowered.



You now fight on a series of wooden bridges and catwalks overlooking the courtyard you have already battled through. Eliminate the enemy troops while making your way westward. When you find a bridge leading north, take it and prepare for battle. The General, whose steps you have heard drumming in patrol, stands guard here. If you move slowly, you can nail him with your best Turbo attack before he even knows you are there. If you aren't so lucky, fall back across the bridge to the catwalk and pepper the General from long range.



Collect the goodies within Barrels around the table, then move to the staircase to the east. After dispatching a small group of Grunts, you face another General.

Fall back to the marble-floored dining room. Let the General follow you, allowing the table to come directly between you and it. The dim-witted General will stalk toward you mindlessly, butting up against the table. Take the dullard apart, and make your way to the staircase it patrolled.



Take potshots at the wall to reveal a secret passage. You find a Chest filled with Gold, as well as a Golden Eagle Feather you can't access yet. Make a mental note of the location, then head back down to the dining room.



From the dining room, head down a small staircase to the west to discover a locked gate. Pass through the gate to an informal dining chamber. An army of Grunts and a Kamikaze wait there. Take them out with a grenade-style Potion or a Turbo attack. Make your way to the rear of the chamber to discover a switch (4). Flip it to raise a small platform in the secret alcove you recently discovered. Return to the alcove and retrieve the Golden Eagle Feather. Collecting the Feather activates a floor trigger (5), which in turn lowers a drawbridge to the east.

Retrace your steps, heading back down through the dining room, down the staircase, back to the catwalks, across the bridges, and finally to the drawbridges that crisscross the castle moat. One of the bridges that was previously raised is now lowered. Cross the bridge, eliminating any resistance there. When all is quiet, turn to a section of wall to the north. Destroy it to reveal a secret alcove containing the legendary Ice Axe.



**Tip:** Use the Ice Axe against the boss of the Mountain Kingdom—the Dragon. Hurl it to momentarily freeze the beast, allowing you to hammer it with your best attacks.





Now make your way back to the informal dining chamber where you first flipped the switch (4) that granted you access to the Golden Eagle Feather and adjoining floor trigger. From the switch, head north through a locked gate. You discover yet another wall switch (6). Triggering it stops a waterfall and allows you to access treasures just to the east. As you head

east, Black Death awaits. Quickly dispel him with Magic, then investigate the fountain he was protecting.

Collect a Fire Amulet power-up on the way to the fountain, and a Key Ring in the shallow waters. Hurry east, opening a nearby Chest and retrieving an Extra Speed power-up. Now shred through the masses of enemies as quickly as possible. The increased damage from the Fire Amulet combined with the increased rate of fire from the Extra Speed power-up is great against the Eagle Gargoyle a few feet to the west.



Pass through a locked gate to the west to face the Gargoyle in a cramped castle chamber. Immediately rush around the beast, speeding toward the west end of the room. With your Extra Speed power-up, you should be able to dance around this lumbering beast. Hammer the Gargoyle with ranged attacks. Your shots will be more deadly thanks to the Fire Amulet. Finish off the Gargoyle with a well-placed

Turbo attack. A Barrel to the north contains a Turbo Boost power-up, allowing you to nail the Gargoyle with two Turbo attacks in rapid succession.

**Tip:** There is a Reflective Shot power-up hidden within a wall fragment to the immediate left of the staircase. Cut away the wall to reveal your prize.



Head up the stairs to the north, cutting to the left side when a series of tables splits your path. Wade through Rats and Grunts on your way through the kitchen. You arrive at a disturbing kettle on a fire where slabs of mystery meat are roasting. Move to the east side of the giant stoves to discover a pair of switches (8).

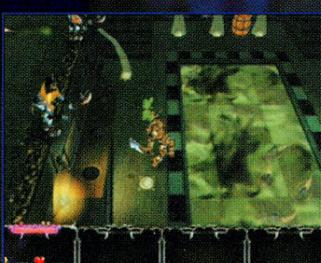
Flip the switch on the left (8) to lower a nearby hidden gate. Now move to a lift built into the side of the series of stoves. This lift is only a few feet to the right of the stoves and lifts you to the top of them. Pepper the wall directly behind the stoves to reveal a secret alcove that holds a Silver Chest and a mystery prize.



Now go back down the west-side lift, heading toward the river of sludge. A switch (7) sits beside the green murk. Flip the switch to raise a platform to the edge of the kitchen floor. The platform contains a Chest that is accessible from the opposite (eastern) side of the kitchen. You'll find a Thunder Hammer inside the Chest.



With the Thunder Hammer in hand, make your way west through a series of winding tables. Head up a flight of stairs and use one blow of the Thunder Hammer to clear the area. Continue to ascend the series of landings and stairs until you reach the barracks. When you first see lockers and bunks, send a few shots along the walls to reveal several items in a secret alcove.



Wind through the bunks, flipping a wall switch (9) as you pass. It lowers a Green Crystal just to the east. Collect it, then head down a nearby flight of stairs and enter the steam baths. On the west end of the baths is a wall switch (10). Flip it to reveal a Levitate power-up, then make your way south, up and out of the baths. Continue to wind through the corridors of the barracks, heading generally south until you run headlong into a Granite Golem.



Hammer the Golem with your best ranged attacks, and try to hang the beast up on the corners of the serpentine corridors. Fall back whenever the Golem gets too close. Just don't let the beast corral you into the electric plate trap just past the baths.

With the Golem defeated, go south to discover a wall switch (11) that grants access to the exit portal. Make a quick trip to the east to collect the contents of the Barrel, but *leave the Chest unopened*. It is a time bomb that will destroy the Gems and Gold in the Barrel. Riches in hand, head back to Sumner's Tower.



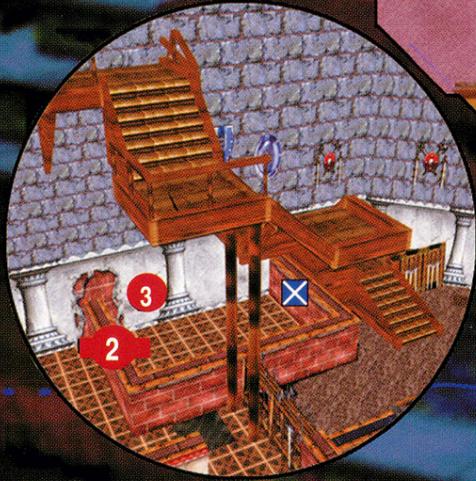
# Tower Armory

## Castle Stronghold

Goals  
Golden Icon  
Runestone

### Enemies

Black Death  
Castle General  
Castle Grunt Bombers  
Castle Grunt Crossbowmen  
Castle Kamikazes  
Gargoyles  
Granite Golem  
Rats  
Undead Knights



## Walkthrough



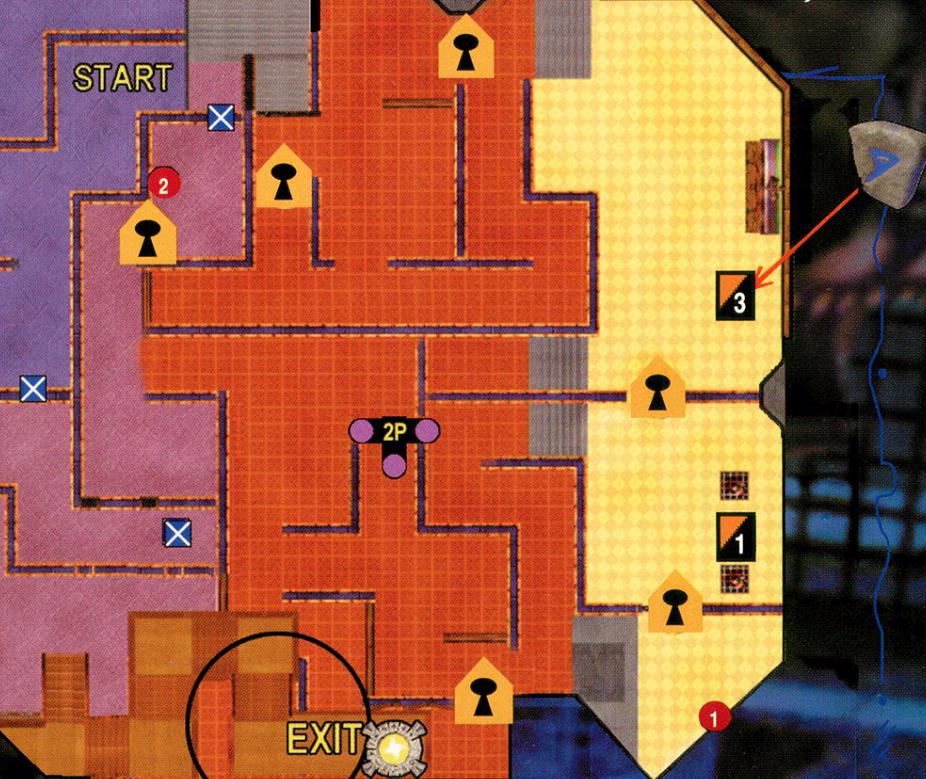
### Undead Knights

Undead Knights are armored specters of fallen champions, twisted by the corruption of Skorne. These animated suits of metal are as ruthless as they are numerous, often swarming over you from several directions. Destroy the statues they are generated from to stem the tide.



You begin in a cozy nook of an armorer's workshop. The drumming of a patrolling General is already loud as you begin the level. Head southwest, passing an Explosive Barrel and taking out a raging Kamikaze. When you enter the rest of the workshop, you are immediately attacked by swarms of Rats, Crossbowmen, and Undead Knights.

Eliminate the Rats and Crossbowmen, then turn your attention to the Undead Knights. The generators for the Knights are imposing statues set into the walls to the south and west. When the area is clear, make your way to the southeast corner of the workshop to confront the General.



### Legend

● Trigger	■ Shootable Wall
● Trapwall	■ 2 Player Bridge
■ Locked Gate	■ Runestone
■ Elevator Lowering	
■ Elevator Raising	

If you cleared the rest of the workshop first, you will have plenty of room to fall back, playing cat and mouse with the General. When he falls, move to the area he was guarding. Behind a secret wall is a juicy Apple. Turn to the north, following the winding corridors deeper into the Armory.



**Tip:** Generals, Golems, and Gargoyles are never just hanging around. They always guard secret alcoves, important passages, and vital treasures. When you find these guardians, look for secret walls. You will often be rewarded handsomely for your effort.



Long rows of stalwart Knights block your path. Cut through them, pressing east until you reach a large staircase. The right side of the staircase leads to a small closet—cut through the door to reveal a Green Crystal. The left side leads deeper into the Armory. At the top of the stairs, you find a series of labyrinth-like rooms, some separated by locked gates. You can bypass most of the gates by simply taking alternate routes.



Ignore the locked gate at the top of the stairs and move south, collecting the Levitate power-up and Drumstick from a nearby Barrel and Chest along the way. Cut east, using a Turbo attack to slash through the dangerously congested halls. Bombers pepper you with fire as long as you remain here. Follow the narrow corridor as it switchbacks to the west, then north. You

arrive at an ascending staircase to the east. Climb the steps, careful of an overzealous Kamikaze bounding down.

At the top of the staircase is the foundry, thick with bubbling cauldrons and blazing forges. Undead Knights come at you from almost every direction. Don't use a Turbo attack to clear the area. Instead, systematically clear it, starting with the White Undead Knights to the west, followed by the Gray Undead Knights to the east. Don't open any Chests or Barrels yet, and be careful not to detonate the Explosive Barrel next to the Gray Knight's generator.



Death. With the Anti-Death Halo power-up, you should be able to drain an entire level of Experience from the grim specter.

Now head south to find a locked gate on the other side of the foundry. To the west is a staircase leading down. Lob a Potion grenade-style down the stairs to eliminate a pair of pesky Bombers, then rush down the steps to collect their bounty of Keys. Head back up the stairs and through the locked gate to enter another foundry room, brimming with Knights.



Ascend the steps to find the final section of the foundry.

Now move to the staircase where you entered the foundry, destroying the Barrel and Chest to the left of the Explosive Barrel. Collect the goodies inside, but *do not* open the Chest to the left. Instead, move west to find an easy-to-miss Chest containing an Anti-Death Halo power-up. Snatch it up, then make your way east to open the forbidden Chest to the left of the Explosive Barrel. Inside you find Black

Death. With the Anti-Death Halo power-up, you should be able to drain an entire

Hack through the room, destroying Knights on your way to a second staircase heading west. Ignore the locked gate standing before the final section of the foundry to the south. There is a better way around. Make sure you collect an easy-to-miss 3-Way Shot power-up in a Barrel at the top of the staircase before you climb down. Battle your way southward through legions of the armored dead until you come to a staircase leading

east. Ascend the steps to find the final section of the foundry.



**Note:** You will find a two-player switch at the base of the second set of stairs. When you stand on the switch, a floor appears over a pit in the ground to the west. When you move to stand on the floor, it vanishes if no one remains on the switch. Another player must remain on the switch to allow you to pass.

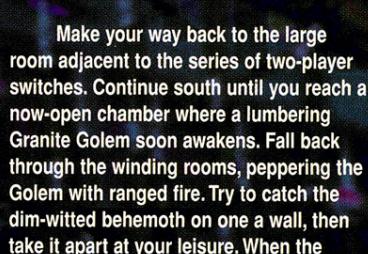
An alternate solution is to trigger the switch, and then allow enemy Knights to walk over the floor. As long as anything stands on the floor, it cannot disappear.



From the switch in the final section of the foundry, head west down the steps and deeper into the Armory. Pass a locked gate to the south as you make your way west, then north through the winding halls and labyrinth-like rooms. When you reach the two-player switch, go west again. When the corridors split, take the northern passage into a large room. Now head westward again, crossing over a spiked plate to enter a new section of the Armory.



This section of the Armory has gray granite floors, like the workshop where you entered the level. Continue west, turning to the right when the corridor splits. Wind south a few steps until you reach a locked gate. Pass through it, destroying enemies on your way to a wall switch (2). Flip it to lower a wall to the south.



Make your way back to the large room adjacent to the series of two-player switches. Continue south until you reach a now-open chamber where a lumbering Granite Golem soon awakens. Fall back through the winding rooms, peppering the Golem with ranged fire. Try to catch the dim-witted behemoth on one a wall, then take it apart at your leisure. When the dullard falls, continue south to the area

that the Golem was protecting. There you find a switch (3) that reveals the level's

only Runestone. Take a few shots at the walls around the area to reveal a Golden Eagle Feather hidden in a secret alcove.



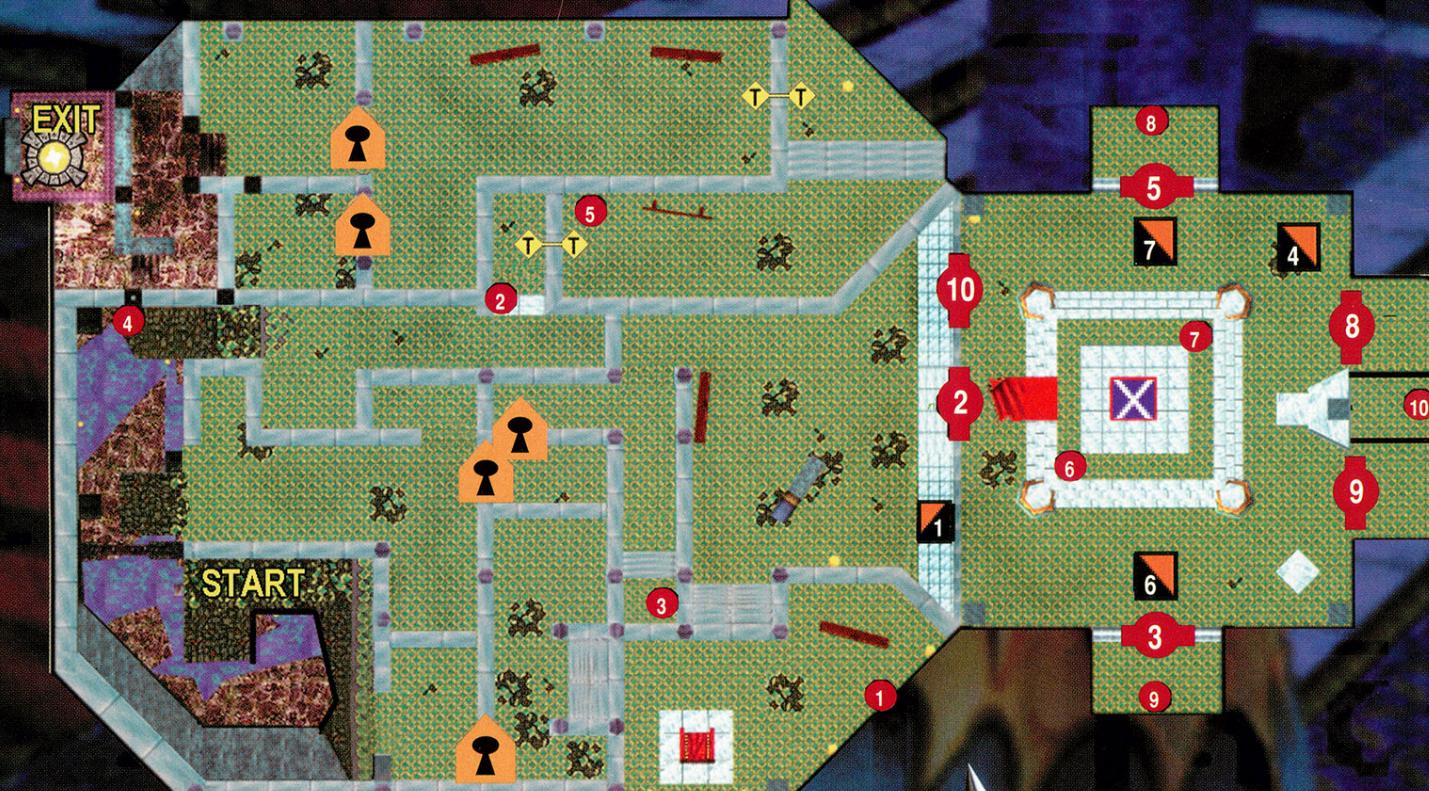
Make your way back to the first section of the foundry to find the Runestone. Collect it, then make your way back east to the portion of the Armory with the gray granite floors. This time, when you reach the split corridor, turn left.



Rows of Blue Crystals sit on virtually every step on the stairwell. Collect them as you climb the narrow stairs. After several turns, you arrive at the exit portal.

Battle through legions of White Undead Knights, and through the twisting halls to reach a dead end. Fire at the west wall to reveal a tiny secret alcove. Cut through a secret wall to the south to progress. Continue south, slaying Undead Knights, and eventually arriving at a long winding staircase.

## Castle Treasury



**Goals**  
Golden Icon

**Enemies**  
Castle Generals  
Castle Grunt Crossbowmen  
Castle Grunts  
Castle Kamikazes  
Eagle Gargoyle  
Rats

### Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- ✗ Shootable Wall
- ◆ Transporter



## Walkthrough



Eliminate a small group of Castle Grunts before turning your attention northward. In a large alcove, is a Silver Invulnerability power-up. Leave it for now, but remember where it is. Now make your way eastward, up a short staircase, and into an immaculately decorated throne room. Cleanse the area of Crossbowmen, high-level Grunts, and a fanatical Kamikaze. On the north side of the throne room is a switch (1). Flip it to lower a lift to the north.



You begin on a landing full of rich vegetation. Take a staircase to the west to reach a shallow pool of water. Here you find a Potion and Keys. Make your way back up to the landing, this time heading east. You pass into a chamber bisected by a row of Blue Crystals. Collect them before heading to the locked gate that bars access to the rest of the Treasury.



Head back to the alcove containing the Silver Invulnerability power-up. After you collect it, make your way through the now-empty throne room and head north to engage an Eagle Gargoyle. Ignore everything other than the Gargoyle, hammering it mercilessly. Save your Turbo attack for last, finishing off the Gargoyle as the effects of the Invulnerability power-up wane. When the Gargoyle falls, annihilate the enemy forces you previously ignored.

**Tip:** When the plaza that the Gargoyle was protecting is clear, head to the lift on the chamber's east side. It grants you access to a pile of Gold and Silver on a raised dais.



With the plaza clear, move to a Chest in the chamber's northeast corner. Inside is a Fire Shield power-up. With it, move to the west, clearing out the narrow corridors. Follow the twisting halls as they turn south, continuing southward when the corridor splits. You come to a switch (3) on a slightly raised section of the hall. Flip it to lower a wall in the treasure room.

Now head back to where the corridor split, this time taking the western path. When you come to a locked gate, open it with one of your Keys. Squash the swarm of Rats you find behind the gate, and collect a Key Ring before turning to the west. Another locked gate awaits. Pass through and cut to the north for a quick snack, then go east toward the drumming of a patrolling General.



You come to a staircase leading to another series of shallow pools. Battle down the stairs, cutting north to discover a matching staircase heading up and out of the shallows. Halfway up the stairs sits a wall switch (4) that lowers a pedestal deep within the treasure room. Continue up the stairs to confront the source of that monotonous noise—the General.

Rush back down the stairs as soon as you have the General's attention. As the General descends the steps, pepper him from the side. The General will move toward you, get hung up on the stairs, and become a sitting duck. When he finally collapses, head east to investigate the area that the General was guarding. Follow the corridor until it ends, turning north to discover a switch (2) and a transporter. Flip the switch to lower a length of wall adjacent to the treasure room. You now have access to the riches within.



**Tip:** Before making your way back to the treasure room, hop on the transporter. On the other side, flip the switch (5) to the north, then make your way back.



Wind back to the plaza where you battled the Eagle Gargoyle. What was once a blind staircase is now a virtual red carpet into the treasure room. Ascend the steps and engage the General in combat. If you approach slowly enough, you should be able to launch your best Turbo attack before the General even knows you are there. After that, fall back into the plaza, hammering the General.



With the General defeated, return to the treasure room, climbing the immaculately decorated dais, to activate a floor trigger (6) to the right. It lowers one of a series of pedestals. Make your way around the treasure room, activating two more floor triggers (7). If you have flipped all previous switches as recommended, the alcoves to the north and south will be open. The switch (8) in the northern alcove opens one of the two gates to the east. The switch in the southern alcove (9) opens the other eastern gate. Pillage the riches of the treasure room.

**Tip:** Atop the highest level of the dais is a Silver Invulnerability power-up. Use it to clear the treasure room of Grunts.



**Tip:** When you collect the Yellow Crystal on the lowered pedestal on the east end of the treasure room, you are lifted to a secret alcove. Flip the only switch (10) in this alcove to lower a gate to the west. You can now collect a Golden Eagle Feather.



With the Treasury's riches in hand, head west, all the way back to the transporters. Clear all Grunt forces on the other side of the transporter, then turn your attention eastward. Go up a short staircase to the north and jump into another transporter.

Wade through the Grunts on the other side. Press westward to find a pair of locked gates. Unlock the left gate first, collecting the Keys and Yellow Crystals inside, then try your luck with the gate on the right. Cut through the Castle Grunts beyond the gate, then make your way westward, climbing a short set of stairs. Wind up the stairs, hacking and slashing Grunts until you come to the exit portal.

## Chimera

### Walkthrough



**Chimera**  
The Chimera is a fearsome, three headed beast—Lion, Eagle, and Snake. Each head utilizes a different attack type, and all three have to be destroyed before the Chimera is defeated.



Most of the time, a Legend Item offers only a few moments of unrestricted attack, but the Scimitar of Decapitation is exceptionally effective. As combat begins, the hero draws the weapon and throws it at the Chimera's Lion head. The Lion head is severed, seriously injuring the beast and robbing it of its potent fire-based attacks. The Scimitar is a necessity against this formidable opponent.

With the Scimitar of Decapitation, you can dispatch the Lion head immediately. Next, go with a Light or Fire Amulet power-up because the surviving heads don't have a resistance to those kinds of magic. The power of the Amulets allows you to inflict extra damage with each strike.

Finally, consider a Rapid Fire or 3-Way Shot power-up to augment your fire-power. The battle with the Chimera can be unusually long, so double or triple up on power-ups with short durations to extend your time with increased abilities.

### Chimera Attacks

The heads of the Chimera have different attack types. Each attack uses different elements, but the attacks are remarkably similar.

### Breath Weapon



After battling Gargoyles, you should be familiar with the breath weapon. Fire, electricity, or acid is spewed at you in a long column, damaging and stunning your hero. This is a short-range weapon, and extremely difficult to dodge. The attack is performed in a long sweeping arc, capable of damaging multiple characters at once.

### Ranged Explosive Attack



This is the Chimera's attack of choice because it is equally effective at short and long range. From one of its heads, the Chimera spits a ball of annihilating energy that explodes on contact with the ground—or you. These explosive attacks move very quickly and are all but impossible to dodge unless you are moving when the attack begins. Keep mobile to prevent excessive damage.

As the Chimera takes damage, it spits ranged attacks in two directions at once. Often the attack is to either side of you, meaning that if you are in motion, he will run right into the explosive radius of the attack. Luckily, this type of attack is relatively rare.

### Battle Strategies



You begin the battle standing before three grand staircases. Climb the central staircase quickly, collecting a Growth power-up at the top. The character that holds the Scimitar of Decapitation will throw it at the raging Chimera. Don't be concerned if the Lion head isn't immediately lopped off. It takes a moment for the Scimitar to work its magic.

When the Lion's head falls, the Chimera is briefly in shock, allowing you to tear into it. Hammer it with your best attacks, concentrating all of your shots on one head. This period of unanswered attacks is brief, so make the best of it.



When the Chimera recovers, start running. Almost immediately, balls of lightning and acid fly your way. Pepper the beast with ranged fire between its shots, but never stand in one place for too long.



There are three huge blocks around the Chimera that you can use for a little protection. Each block absorbs damage from the Chimera's attacks before being destroyed. Beware though, the blocks can be more of a hindrance than a help, blocking more of your shots than the Chimera's. To avoid having your shots impeded, race from block to block, shooting when you're in the open.

You must destroy all of the heads to defeat the Chimera, so when the second head falls, you still have to deal with the third. Continue running back and forth between the guard blocks while peppering the Chimera with ranged fire whenever there is a pause in its attacks. The third head can't last long. Collect the Gold coins that are flung from the Chimera's body as it falls from its perch. The Shard is yours.

# Sky Dominion

## Toxic Spire

**Tip:** Make sure your Turbo bar is completely full before beginning Toxic Spire.

**Goals**  
Golden Icons.

**Enemies**  
Black Death  
Eagle Gargoyle  
Plague Golem  
Red Death  
Sky General  
Toxic Blobs  
Toxic Grunts  
Toxin Sprayers

### Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall



## Walkthrough



### Sky General

The bug-like Sky Generals are surly and durable. They anticipate your Turbo attacks with uncanny accuracy, raising their defenses in time. Sky Generals also charge more often than other Generals. Combine that with the often cramped quarters of the Sky Dominion, and you have a deadly combination.



### Toxic Grunt

Toxic Grunts infest every level of the Sky Dominion. Not only will these corrupted beasts swarm around you in close combat, but the largest of their ilk can blast you with powerful jets of chemicals.



### Toxin Sprayer

Toxin Sprayers blast your heroes with jets of corrosive acids and deadly chemicals. The jets are so powerful they can send the chemicals flying at extreme range. They often hide behind large groups of Grunts or stonewalls. Charge Sprayers first when engaging groups of enemies, before they have a chance to retreat to a safe distance.



### Toxic Blob

Toxic Blobs are the Sky Dominion version of ankle biters. They are slow moving, and a small threat compared to the other creatures you will face. Toxic Blobs don't swarm like Rats and Scorpions.



You begin in a precarious position—on the back of a speeding cutter, toe-to-toe with a General. There is little room to move, and even less room for error. Let the General come to you, then run around it and down the stairs behind the beast. Now turn around and hammer the General with every thing that you have, keeping the trio of Explosive Barrels to your back. Wait for the General to rush you, mace held high, then nail it with your best Turbo attack. Don't destroy the explosive Barrels, or you will face a General and Red Death at the same time.

**Tip:** With the General down, carefully destroy the Normal Barrel closest to you, collecting an Anti-Death Halo power-up. Open the Barrel on the ship's bow, revealing Death. Use the Halo to drain 100 HP from Death.



After a difficult battle with the General, climb onto the river landing to engage some Toxic Blobs. They bubble up from a noxious pool in the center of the dock. Destroy them like past ankle biters, moving north after you have cleared the docks. Collect food and other prizes from various Barrels, being careful not to destroy Poison Barrels that might spoil your treats.



Make your way to a locked gate, opening it with one of the nearby Keys. Inside, Grunts and Sprayers attack en masse. Run around the short stonewall near the gate and quickly take out the Sprayer. Then turn your attention to the remaining Grunts. Reinforcements pour in quickly, so take out the generators as soon as possible.



Push westward through waves of Toxic Grunts, until you find a well-protected wall switch (1). Trigger the switch to lower a wall later in the level. Next, turn your attention to the large door to the right of the switch. Cut through it to find a cache of Crystals and a Gas Mask power-up. Collect them, then head north to a long stone ramp.



**Caution:** The southernmost Chest in this corner is a bomb. It can hurt you and destroy any nearby gookies if you aren't careful.

Battle your way to the ramp's eastern edge, triggering another switch (2) to lower a wall to your immediate left. Head north up the now-open ramp, taking out a Kamikaze before facing a General. This General is particularly dim—you can often nail him with a Turbo attack before he even knows you are there. Fall back down the ramp as necessary, taking shots at the General between his charges.



**Caution:** Push up the ramp, careful not to open the Chest sitting among a large pile of Poison Barrels. It is another bomb, and will shatter the Barrels when it detonates, spreading noxious gas over a wide area.

**Note:** The ramp to the west contains some food and Crystals. If you are looking for Experience or desperate for food, venture there. Otherwise, head north to face the General.



Continue north, following the path across a great plaza, through a tower, and down a long, arching stone ramp. You come face to face with a Plague Golem. Retreat up the ramp, hammering the Golem with your best shots along the way. When the Golem falls, go down the ramp and engage the hordes of toxic troops.



### Plague Golem

Plague Golems are much like their Granite and Stone counterparts, but they are less likely to get hung up on obstructions. The main problem when combating Plague Golems is the extremely cramped quarters.

Clear out the levels behind you. Often, you have to fall back when facing a Golem in the Sky Dominion. If you have enemies behind you and a Golem in front, you're stuck. However, if your route of retreat is clear, pepper the Golem with fire from a distance, falling back when the Golem charges.

With this Golem, head up the ramp, through the now-empty tower, to a bridge spanning the plaza. The Golem trips up in the tower, allowing you to take ranged shots.

At the base of the ramp, turn north. Wade through waves of low-level Grunts to get to a pair of switches (3 and 7) on the castle wall. Both switches open previously-blocked passages to the north. You can take a ramp to the east to reach these new passages. Before ascending, head west, winding around the arching ramp you used to enter this plaza. There is a large wooden door that you can cut away to reveal a Silver Chest. Collect your goodies, then return to the eastern ramp.



You face a flood of Toxic Blobs, along with several waves of Grunts and a Bomber. Move to the right side of a dock near the lowered gate and collect a Supershot power-up from a Chest. Power-up in hand, backtrack slightly to find a series of wooden planks and metal grates heading east. Save your Supershot for a worthy opponent. You'll find that opponent—an Eagle Gargoyle—as you continue down a ramp and into a new plaza.

Hammer the Gargoyle with all five shots from your power-up, then rush east to the far corner of the plaza.

Here is a floor switch (4). It raises an Hourglass power-up in the center of a large grate right behind the Gargoyle. Rush around the Gargoyle and make a beeline for the power-up. With time stopped, tear apart the weakened Gargoyle. When the Gargoyle falls, shred the remaining opposition. A floor trigger (6) near the base of a ramp to the east lowers a set of metal gates. Investigate the plaza's west end to discover a switch (5). It raises a platform containing both Crystals and a Thunder Hammer power-up. Collect the goodies, then head up the eastern ramp.



Work your way up the serpentine ramp, cutting south when your path is blocked. Black Death awaits. Use Magic to dispel the reaper, then flip the switch (8) he was protecting. Your path is cleared as a wall to the north slides away. When you reach a pair of locked gates, open one of them, then head west.



You arrive at an enormous stone ramp that winds up a tall spire. Poison Barrels periodically roll down the ramp, flattening anyone in the way. Climb the ramp, keeping clear of rolling Barrels. You come to a wall switch (7) that raises a platform filled with mid-level Grunts. Continue up the ramp to discover another switch (10). This one lowers a section of the spire wall, revealing a new horde of Grunts.



Clear away enemy resistance, firing a few shots at the back wall of the newly revealed alcove. A secret wall crumbles, revealing a tiny nook cut into the foundation of the spire. Move to a wooden platform to the west, flipping the switch (11) you find there. This switch raises a small set of bars, allowing you access to yet another switch (12) inside the alcove. This switch raises a small platform within the spire nook. Continue up the spire ramp now—you'll return shortly.



Watch out for a Kamikaze on your way to another wooden landing. This one is connected to a flying platform with a switch (13). Flip the switch to lower the bars at the rear of the spire nook, then make your way back down the ramp to trigger the final switch (14) of this puzzle. It lowers a wall on the top of the spire, granting access to a secret stage.



Continue up the ramp, dispatching any enemies. You reach a break in the ramp, where there is an oddly shaped balloon. Hop on the balloon to progress to the top of the spire, but be warned—it's a one-way trip. On the top of the spire, clear away every Grunt and Blob, collecting any items you find. At the center of the spire a tall shaft of light illuminates the Cloud 9 secret stage access. The exit portal lies to the north.



**Tip:** A large flying ship to the northeast is the source of those pesky rolling Barrels. Climb up the narrow ramp and go to the rear of the ship to discover a Chest that contains a Complete Meal.

## Cloud Docks



**Toxin Fiends**

Toxin Fiends are little more than a rabid bag of teeth, claws, and eyes. These vile creatures flood out of their generators, quickly swarming over the unwary hero. The largest and most deadly of the Toxin Fiends are slow to advance and inflict no damage unless they are in close combat range. Destroy them at a distance, targeting the chemical vents that are their generators first.



You begin on the southern end of the docks, tucked safely behind several Crates. Destroy the Toxic Blobs nearby, then turn your attention to the Toxin Fiends pouring in from the north. Clear the area, destroying a nearby Crate to reveal a Key Ring before following a rickety rope bridge north.



Go north to discover a flight deck swarming with Fiends. Aircraft land periodically, causing serious damage to anyone in the way. Stay to the left as you head west, destroying every toxic critter that crosses your path. You come to a series of floating platforms, hovering precariously on the south side of the flight deck. On one of the two platforms is a switch (1) that sits beside a Chest. Flip the switch to summon a hovering platform to the north into position. You'll use it later in the level.



Now cut to the north side of the flight deck. Choose one of the two gates there, pressing northward through moderate resistance. The floating platform you summoned when you flipped the switch is there. Hop on for a ride to an isolated landing to the west.



This new landing is a death trap. There are horrifying numbers of Fiends, and a Plague Golem trundles toward you. Rush to a switch (2) on the far side of the landing. Flip it, then rush back to the hovering platform to be whisked to safety. The switch raises a balloon platform to the south.

**Note:** If you decide to destroy the Plague Golem, pick up a Supershot power-up in the northeast corner of the landing. It won't destroy the Golem, but it's a good start.

When you're back to the safety of the main dock, head to the flight deck, this time following a rope bridge to the south. Eliminate Sprayers, Fiends, and Bombers along the way. You eventually come to a landing with another switch (3). It raises a pair of pipes to the south, allowing you to progress. Make your way to a rope bridge to the southwest, but be warned—after you cross this bridge, there's no coming back.

**Tip:** If you have triggered the switches as recommended, dart to the north, behind a large pile of crates, to collect a Key Ring and a trio of Crystals.

**Caution:** Collect all of the Crystals, Keys, and other treasures that you can carry from the areas of the docks you have already explored. When you set foot on the final landing, there is no way for you to retrace your steps.



As soon as you step on the next landing, a General attacks, and the entire landing flies away—taking you with it. As the landing soars through the air, most of your ranged shots at the General go wild. Avoid the General until the landing reaches its destination. Then focus on defeating the General as quickly as possible.



With the General eliminated, head east across a rope bridge to explore a new section of the docks. Clear the area of enemies, then turn your attention to a cliff face to the north. Beside the rock formations is a switch (4). Triggering it opens a gate to the east—right behind an Eagle Gargoyle.



Turn to face the guardian of the gate. Swing around to the south side of the landing so you have more room to maneuver and fight. Cut into a nearby stack of Crates to discover a Turbo Boost power-up. Nail the Gargoyle with your best Turbo attack, recharge with the power-up, then hammer the beast again. When the Gargoyle falls, collect its Golden Eagle Feather, then head up the path it guarded.



You run into a stable-like landing, with long wooden fences forming a corral. High-level Fiends infest the area, making passage extremely difficult. Vanquish the foes, then go north to find a floor switch (5). Trigger it to lower a lift going to a higher level.



A General awaits you there, mace drawn. Smite him with your most powerful Turbo attack before he realizes you are there, then fall back down the lift. Let your Turbo attack recharge, then head up to meet the General, refreshed. After you win the battle, head down the wooden ramp to the east.

**Tip:** A Chest on the tower where you faced the General contains a Reflective Shield power-up. It will help deflect the heavy sniper fire you face on your way down the wooden ramps.



You eventually reach a rickety landing infested with Blobs. Clear them away, heading east until you reach a large wooden ramp and locked gate. Head up the ramp to collect a Key if you are running low. Otherwise, head through the locked gate and onto the flying platform beyond.



The platform whisks you away to a collapsing landing swarming with Toxic Blobs. From the landing, go south across a rope-and-plank bridge. You encounter a floating land mass covered in Fiends. Pacify the area, then run up a ramp to the west. Eliminate the Fiends there as well, working through several scattered piles of Crates on an earthen landing.



Work your way west across another rope-and-plank bridge. You come to a large sky ship with a massive propeller spinning nearby. Stay clear of the propeller. It can slice and dice you in no time. Clear the sky ship deck with ranged fire. You'll attract the attention of yet another General. Pepper him as he makes the long trek across the deck. The propeller slices him down to size. With the deck clear, progress westward.

On the far side of the sky ship deck is a locked gate. Pass through the gate and across the rope netting to reach the ballast of the ship. Two ramps made of metal grates point northward. Take either one, dispatching the swarm of Toxic Blobs. On a northern landing is a switch (8). It raises the western deck and about a dozen Fiends. On the deck is another switch (6) that raises a lift to the east, closer to the ship's propeller.



Head back to the newly raised platform to find a floor switch (7). Trigger it to raise a metal cage from a Chest to the right. Inside the Chest is a Complete Meal—but the meal isn't the prize. Take a few shots at the wall behind the Chest to reveal a Runestone. Collect it, then return to the pair of ramps made of metal grates. This time, look east of the ramps to find another deck swarming with Fiends.

Destroy them, then flip the switch (9) on the deck. It lowers a wall just ahead.

Head east, across a rope-net bridge. There is a wooden landing with Toxin Fiends and a patrolling General. Don't cross the newly lowered gate. Instead, nail the entire group with your best Turbo attack, then pepper the General as he charges you. Often, the General gets caught up on the lip of the gate, allowing you to take him apart at will. When the coast is clear, work your way to the deck, turning south to aim at a target switch (10) that raises a platform nearby.



Head back to the newly raised platform to find a floor switch (7). Trigger it to raise a metal cage from a Chest to the right. Inside the Chest is a Complete Meal—but the meal isn't the prize. Take a few shots at the wall behind the Chest to reveal a Runestone. Collect it, then return to the pair of ramps made of metal grates. This time, look east of the ramps to find another deck swarming with Fiends.



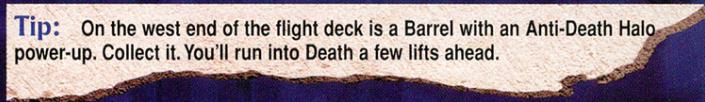
Destroy them, then flip the switch (9) on the deck. It lowers a wall just ahead.



Now head east across a winding array of rope bridges and burned-out landings. You arrive at a wooden platform with the center blown out. Walk along the edges of the platform to activate a floor switch (11) that lowers a gate to the immediate west. Pass through the newly lowered gate. A group of Crates blocks your path. Destroy as many as you can, cutting a path through the pile. Continue westward.



Beyond the Crates is a tiny sky ship. As soon as you set foot on the ship, you are whisked away. It's a one-way trip, so be sure you have retrieved every Crystal, Key, and power-up you want to take with you. You arrive at an enormous flight deck. Clear the deck of Fiends, then make your way north down a small ramp. You immediately find a switch (12) that activates a lift. Collect a Gas Mask power-up from a Barrel among a large pile of Crates behind you, then recall the lift.



**Tip:** On the west end of the flight deck is a Barrel with an Anti-Death Halo power-up. Collect it. You'll run into Death a few lifts ahead.

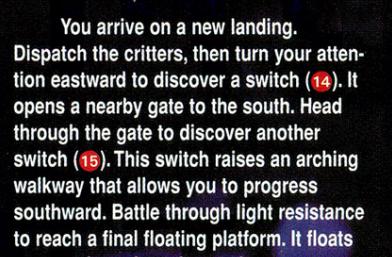


The lift drops you off near a vat of chemicals. Without the Gas Mask, the fumes seriously harm you. Hurry south across a series of catwalks to find another giant vat. From there, cut west to arrive at a large earthen landing. Fiends infest the area. An Eagle Gargoyle awaits you as well. Although space is limited, you should have enough room to maneuver and defeat

the beast. When it falls, collect its Golden Feather, then head southeast across a rope-net bridge to another chemical vat.



As soon as you set foot on this final vat, the entire platform winds through the air. You soon dock with a series of balloons, each connected by rope-net bridges. Wind westward from balloon to balloon until you reach a Crate-filled wooden landing. Blast though a pair of the Crates to make your way to a switch (13). It brings a large wooden lift your way. Backtrack and hop on the lift.



You arrive on a new landing. Dispatch the critters, then turn your attention eastward to discover a switch (14). It opens a nearby gate to the south. Head through the gate to discover another switch (15). This switch raises an arching walkway that allows you to progress southward. Battle through light resistance to reach a final floating platform. It floats you gently to the exit portal.

# Sky Shipyard



## Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Raising
- Shootable Wall
- Q Legend Item

## Goals

- Golden Icon
- Legend Item

## Enemies

- Eagle Gargoyle
- Plague Golem
- Red Death
- Sky General
- Toxic Blobs
- Toxic Grunts
- Toxin Fiends
- Toxin Sprayers

## Walkthrough



You begin on a cargo lift, swinging through the air for a moment before docking with the shipyards. Eliminate the Grunts you face there, and press westward. Bits of fruit and Keys are scattered about the numerous Crates in this area. After winding through the loading dock, you come to another cargo lift to the east. Take out the Bomber guarding it, then hop on for a short trip.



On this new landing, a horde of high-level Grunts pelt you with jets of corrosive chemicals. Take them out, then work your way east down a wooden ramp. Clear the area, collecting an Electric Shield power-up from a nearby Barrel before continuing westward. There is a locked gate to the south—pass through it to reach a swinging platform that drops you on a sky ship's southern side.



Scurry up a rope-net bridge to reach the ship's mast. Toxin Sprayers abound here. Dispatch them quickly as you perform a tightrope act for the Grunts below. Head north to a large canvas lift that transports you to an even higher rigging. Make your way northward to the crow's nest, then east along another rope-net bridge. On this final section of the ship's mast, eliminate a Kamikaze, then battle your way to a flying platform. Munch on a nearby Drumstick as the platform sails through the air.

The platform takes you back down to deck level, and drops you off on the ship's bow. Red Death waits for you there. Dispel him quickly with your Magic, then turn to the west. The bow of the sky ship is a death trap, filled with Grunts, spiked floor plates, and an angry General. From the safety of the bow, clear as much of the deck as possible before engaging the General.



**Caution:** Don't let the General corral you onto the ship's bow, where you have no room to fall back.



With the General down, pillage the ship's deck before descending a short ramp to the west. On this lower level of the main deck, you find a locked gate to the north and a ramp ascending to the ship's stern. There are enough treasures behind the locked gate to make it worth the trip. Laden with Gold and Gems, head up the ramp to the west, pacifying any resistance with your swinging axe or blazing arrow.

Continue west across a rope-net bridge to reach a large wooden section of the sky docks. Press north through fierce resistance to reach the deck of another sky ship. This one is swarming with tiny Toxic Blobs. Take them out systematically (or all at once with the use of a Potion), then work your way east. A floor switch here (1) raises a platform holding a Chest. Inside the Chest is a Shrink Enemy power-up. Collect it, then head to a mechanical cargo loader to the north.



**Tip:** On the way up the mechanical cargo loader, look north to see a large target switch (2) that raises a platform filled with Gold and Gems. When you reach the gun deck of the warship, snoop around to the east to discover an easy-to-miss passage guarded by a spike trap. Beyond it are the Gems and other treasures.



The loader takes you to the decks of a warship. Wind east, then west across the congested decks of the battle ship, climbing every ramp. Eventually, you reach one of the higher decks, distinctive due to its lighter color. Wind along the narrow catwalk to the southeast to discover a new section of the ship's deck. Move east along the deck until you come to a wall switch (3). It raises a platform containing a Crystal and a Chest-bound Supershot power-up to the immediate south. There's also a Gas Mask power-up in a nearby Chest. When you have collected all the goodies in the area, head to the bow of the warship and hop on the flying platform.

You are transported to a section toward the stern. Clear the landing on which you dock, then make your way down a long ramp heading east—directly in front of a series of firing cannons. Continue east on the shipyard landing and gobble up a Ham on the way. Turn north when you find a metal catwalk, dealing with any Grunts. Wind around the bow of a sky ship in dry dock until you find a switch (4) atop a pile of Crates. The switch moves a platform into position to the east and allows you to continue. Among the Crates to the south is another switch (5), which grants you access to a Golden Eagle Feather later in the game.



**Note:** Although the cannons look fearsome, they do not damage you.



Across the catwalk to the east, you run headlong into an Eagle Gargoyle. There is little room to move on this side of the dock, so circle west around the Gargoyle to an open landing. Take out the Gargoyle as quickly as possible—a Plague Golem waits to the west. An Electric Amulet power-up in a nearby Chest helps tremendously with the Golem battle. Scout the area the Plague Golem was protecting for a valuable reward.



With both foes defeated, make your way east to a lower deck of the sky ship. A nearby lift whisks you northward to another section of the sky docks. Move quickly through this landing, winding your way toward another cargo lift on the dock's west side. The area is infested with Grunts and Kamikazes. Take them out carefully, then progress up a ramp to the north. Climb a short series of ramps until you arrive at a flying platform.



Spinning and twisting, the flying platform transports you to another section of the sky docks, this one just as dangerous as the last. A large Crate with the Book of Protection beneath it separates this landing from the others. Clear it of enemies, then progress west to find the switches that allow you to pick up the Book.



A General is there on a balloon-suspended platform. Defeat the General, then trigger the switch ((8)) on the platform to gain access to the Book of Protection. Book in hand, head to the exit portal and return to Sumner's Tower.

The rope-net bridge to the west connects you with the level's final sky ship. Pass through the locked gate with one of your precious Keys, then clear the deck of foes. Take a shot at a section of wall with a spiked trap in front of it. It reveals a secret alcove filled with goodies. Proceed south toward the bow of the ship. Wind north from there and battle to the upper deck, near the stern. There you find the exit portal and a switch (6). Triggering the switch reveals another switch (7) on a lower deck. Rush back and flip the newly revealed switch, then return to the landing to the east.



## Mothership

### Goals

Golden Icons  
Runestone

### Enemies

Black Death  
Eagle Gargoyle  
Kamikazes  
Plague Golem  
Red Death  
Sky General  
Toxic Blobs  
Toxic Grunts  
Toxin Fiends  
Toxin Sprayers

### Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Raising
- Shootable Wall
- Runestone





You begin on the west side of the mothership, standing atop an isolated platform. Move east onto one of the ship's peripheral decks, slaying Grunts and Kamikazes as you go. Make your way down a wooden ramp to a small wooden landing. To the north is a gate that stands at least twice your height. Rush to the east to find a switch to open this gate. Then

head back and collect the wealth of goodies hidden there.



**Tip:** Ignore the Chest in front of the great gate. It contains a bomb that will only waste a Key.

When you are finished, hop on a cargo lift to the east to be raised to a higher deck on the mothership. Clear this deck as you just did the last, winding down the many ramps and landings to the west. You quickly arrive at an arrangement of four switches (1, 2, 3 and 4) before a large, barred gate. Pass the switch puzzle for now, and clear away the enemies to the west.



**Tip:** The flight deck is packed with nutritious goodies. Leave no Barrel unbroken or Chest unopened.

Battle east through waves of Grunts to reach the newly-raised platform. Trigger the switch (8) on the platform to lower an enormous lift to the north. Collect everything you want from the flight deck before you hop on—there is no coming back. The lift leads you to a small legion of Grunts and a Plague Golem. Fall back to the lift, then pepper the Golem with your best attacks. When the Golem falls, follow the winding upper deck west and north.



## Switch Puzzle

Each switch moves the three metal bars in a particular way. Follow the order in the diagram to clear your path. This sequence only works if you trigger the switches as you originally find them, so don't touch them until you are ready to clear the northern passage.



As soon as the northern passage is clear, a General comes bounding at you. Fall back to the east, where you have plenty of room to maneuver. When the coast is clear, ascend the ramp the General was protecting, working your way through moderate resistance. Continue east, then north down onto an enemy-filled landing. Keep your eyes peeled for Kamikazes in the wings. A burst of Magic is a great way to

clear out the hordes that bubble at the base of the ramp you descend.



You come across another series of ramps ascending another tower-like structure with a locked gate at the base. Fire a few shots to the east of the locked gate to reveal a secret switch (9). It opens an alcove to the east. Beyond the locked gate is a Chest containing an X-ray Glasses power-up. When you've satisfied your curiosity, make your way east to the newly-revealed alcove.



**Tip:** After climbing the ramp following the switch puzzle, cut into a nearby pile of Crates to reveal a switch (5) that opens a small secret alcove.



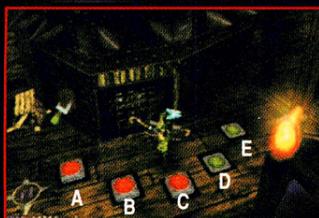
To the east of the ramp you first descended is another ramp. It leads to an oddly-shaped gun tower. Pass through a locked gate, winding up the tower to reach a floor switch (6). The switch raises a platform later in the level. After triggering the switch, head down the tower and to the east, across a series of metal grates set into the deck. One of the grates is open, revealing a Light Amulet power-up. Collect it and head west to a serpentine ramp that leads to a lower deck.



You are lowered to a catwalk running along the bow of the ship. Follow the catwalk to a switch (10) that opens a small chamber. Inside the chamber are Crystals, Keys, and another switch (11). This switch raises a series of triggers farther to the west. From the chamber, continue following the catwalk. You reach a small lift that elevates you to a floor trigger puzzle. Beside the puzzle is a wall switch (12) that raises the outer door to the Runestone.



Four generators feed the vast forces surrounding the alcove. Focus your attacks on the generators, turning to the Grunts only after their reinforcements have been cut off. With the deck cleared, collect the goodies scattered about, investigate the alcove, then make your way south to a mechanical lift.



### Trigger Puzzle

Inside the chamber at the bow of the ship is an unusually useful Scroll: "2 begin to free in sets of 3, five must be the center Key." This clue is the basis for solving the puzzle.

From the original position of the triggers, activate B, E, then C.

**Tip:** If you correctly solve the puzzle on the first try, and touch none of the other switches in the trigger puzzle after solving it, you will be rewarded with a complete meal at the end of the level. Touch a single incorrect trigger, and the meal is lost to you.



With the bars around the Runestone open, collect it, then head west along the catwalk to discover a wall switch (13). Triggering the switch calls a wooden platform from a far landing on the other side of a great chasm to the landing directly adjacent to you. Head south and west along a series of metal grates to reach the platform. First, look south to find a wall

switch (14). It grants access to the far landing that is your ultimate destination. Then, hop on the platform and be transported to the far landing

Hop on the platform to travel dangerously to the far landing. Three ports in the side of the ship periodically eject Poison Barrels. The platform is large enough that you can dodge out of the way of the Barrels. If you're hit, you'll be harmed and stunned. Be careful—Black Death awaits you on the far landing.



From the far landing, rush up a series of ramps heading south, careful to avoid the numerous spike traps. After ascending through several enemy-filled levels, you come to a patrolling General. Kill the General, then investigate the area it was defending. You find a switch (15) set near a huge mechanical lift. The switch lowers a row of metal spikes on the command deck above. After



you trigger the switch, hop on the lift to be transported to an upper deck.

On the upper deck, head west to trigger another wall switch (16). It raises an unusual gate later in the level. Double back and head south, ascending a ramp to the command deck. Clear the deck of all enemies, then press westward to find a wall switch (17) tucked into a shallow nook. This switch lowers a gate near the exit portal. When you've triggered the switch, move north down a long sloping plank-and-rope bridge.



**Tip:** There is also a 3-Way Shot power-up on the upper deck. Behind the wooden half-wall holding the power-up, there is a White Crystal on a long beam.



Wind down a long series of metal ramps. You can hear the ominous cry of a Gargoyle in the distance. Clear away every enemy—when you meet two Gargoyles, you'll need all the maneuvering room you can get. You finally reach a large lower landing crawling with enemies. The Gargoyles are on the south end of the landing, behind a large pile of Crates. Move north, destroying every enemy and their

generators before turning your attention to the Gargoyles.



### Battling the Gargoyles

You face two Eagle Gargoyles. As you travel down the ramp that leads to the south end of the landing, one of the Gargoyles approaches. The other holds back.



Fall back to the north, taking on only one Gargoyle at a time. If you have cleared away all the enemies, you have plenty of room to maneuver on the landing's north side. By the time you have dispatched the first Gargoyle, the second is close enough for you to engage. Give it the same treatment as you did the last, using the nooks and crannies of the landing to avoid its attacks. Don't be afraid to rush past the beast and attack it from behind.



After you defeat the Gargoyles, collect the pair of fallen Golden Eagle Feathers. With the deck clear of all enemies, investigate every nook and cranny, pilfering the bounty. Finally, investigate the landing's south side, where the Gargoyles originated, to discover a switch (18) hidden among some Crates. Flipping the switch reveals a secret alcove containing a Crystal and another switch (19). Trigger the

next switch to reveal a third switch (20) on a higher deck. This switch moves a cargo lift into position on the landing where you battled the Gargoyles. Rush down and hop on the lift to progress.

**Caution:** Red Death awaits you on the lift. It's easy to miss Death standing in gray statue form, so be careful.



**Note:** If you have solved the trigger puzzle correctly, with no mistakes, a complete meal awaits you near the exit portal.

The lift whisks you through the air to a nearby landing to the south. Clear the landing, then head to the exit portal to complete the level.

# Vat of the Plague Fiend

Goals  
Shard

Enemies  
Plague Fiend

Legend Item Needed  
Javelin of Blinding

## Walkthrough



To defeat the Plague Fiend, you must collect the Javelin of Blinding from the Mountain Cavern of Mountain Kingdom. Although it is *possible* to defeat the Plague Fiend without the Javelin, the whipping you'd take isn't worth the trouble.

Also arm yourself with some potent power-ups. Try a Light Amulet, supplemented by a Rapid Fire or 3-Way Shot. All three are useful if you have the funds. The

Plague Fiend has a resistance to acid attacks, so stay away from the Acid Breath or Acid Amulet power-ups.

**Tip:** Doubling up on a power-up doubles its duration.

## Plague Fiend Attacks

### Balls of Acid



This is the Plague Fiend's most common attack early in the battle. It spews tiny balls of acid from its body. Fortunately, only one hero at a time may be targeted by an acid ball attack.

### Acid Stream



A stream of acid is pumped out of the Plague Fiend's body, spraying deadly chemicals in a wide arc. This attack can severely damage multiple characters simultaneously. The only way to defend against this attack is to hide behind one of the three pipes around the Plague Fiend's vat.

### Chemical Bath



Often, the Plague Fiend immediately follows an acid stream with a chemical bath. The Plague Fiend drops into its vat, sending a wash of noxious chemicals spewing from the three pipes you use for cover. After you have used a pipe for cover, rush away from it to prevent being covered in chemicals.

## Poison Breath



At closer ranges, the Plague Fiend belches a cloud of poison gas. This attack is often supplemented by a potent biting attack. The Plague Fiend often rears its head back before using this attack—if you see this warning sign, get out of the way.

## Battle Strategies



As combat begins, the character who collected the Javelin of Blinding throws it. The Javelin pierces the Plague Fiend's great eye, turning it a sickly black, and reducing the effectiveness of the Fiend's ranged attacks throughout the battle.



The three pipes around the Plague Fiend's vat are good for cover as you battle the beast. They protect you from the ball of acid and acid attacks. However, as the pipes absorb damage, they buckle and eventually collapse. When this happens, move to another pipe for protection. When all pipes have been destroyed, your only defenses are to stay mobile and to block when the Fiend uses its area-affect attacks.



Keep a moderate distance from the Fiend. If you stay relatively close to the vat, the Fiend will attempt to hit you with its poison breath and bite attacks instead of its more potent ranged attacks. If you are at a moderate distance from the Fiend, you can easily dance out of the way of these shorter ranged attacks.



Hammer the Fiend with everything you have, lobbing Potions grenade-style at the base of the vat, and nailing it with your best Turbo attacks. Spare nothing against the beast. If you stay mobile and aim true, the beast will fall.



# Forest Realm

The Forest Realm is a mire of vile swamps and twisting treetop passages, so you'll have little room to maneuver. In addition to the myriad of deadly creatures, you'll be attacked by thorny vines and jets of noxious gas.

## Acid Swamp

### Walkthrough

#### Lizardman

Lizardmen pour from small huts and attack with voracious tenacity. Unlike other Grunts, Lizardmen swarm unwary heroes, hacking and slashing at an alarming rate.



#### Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall
- 2 Player Bridge

#### Goals

Golden Icon

#### Enemies

- Eagle Gargoyle
- Forest General
- Forest Golem
- Forest Spider
- Lizardman Archers
- Lizardman Bombers
- Lizardman Kamikaze
- Lizardmen
- Red Death



#### Lizardman Bomber

Lizardman Bombers lob the same explosive fare as all Bombers, but their bombs pack a bit more punch. They cause serious damage and can stun an already overwhelmed hero.



## Lizardman Archer

Lizardman Archers fire a barrage of spear-like arrows with deadly accuracy. Better than other Archers, these crafty lizards know how to fall back and fire simultaneously. Worse, they often hide behind hordes of their Lizardman brethren. Take out the Archers first.



## Forest Spider

Forest Spiders are your typical ankle biters, although if they get close enough, they attack with ferocious speed. Forest Spiders are spawned from silken egg sacks throughout the Forest Realm. Spiders come in two varieties—the smaller Green and larger Red.



## Forest Golem

Forest Golems are the behemoths of the Forest Realm. They are more durable and deadly than any Golem you've faced before. Given the congested nature of the Forest Realm, it is often difficult to avoid their explosive blows.



## Forest General

Forest Generals look like mutated triceratops. They have huge armored heads on freakishly large and muscular bodies. Don't let the Forest General's size fool you—this beast can move with surprising agility and speed. Worse, the Forest General rains down blow after deadly blow on the heads of your heroes.



You begin on the northwestern side of the Acid Swamps on a gently arching wooden bridge. Immediately turn right and make your way to a small island populated by vicious Lizardmen. Eliminate the Lizardmen, then flip a floor switch (1). The switch raises a platform in a small stone temple to the west. Now turn back to the bridge you started on, and cross it heading east.



You run headlong into a fresh horde of Lizardmen, led by a Forest General. Pepper him with withering fire as you retreat west across the bridge. When the General falls, move to the eastern island, taking out any enemies. Continue east up the waterlogged staircase of an abandoned stone temple, careful of a pair of vine traps near the temple entrance.



south through a swinging log trap, wading through ankle deep water.

**Caution:** Be wary of the numerous vine traps guarding the path. They attack with little warning, and can inflict considerable damage.



You quickly reach a small stone plaza in the middle of another tiny island. There is an Acid Amulet power-up in the center of the plaza, surrounded by almost every enemy the Acid Swamps have to offer, including a statue of Red Death. Methodically destroy the enemies at range, collecting the Amulet to assist your battle. When you have the Amulet, move to the bridge on the northwestern side of the island. You will find an easy-to-miss switch (6) set into one of the bridge's support pillars. It raises the center of the stone plaza and reveals a floor trigger (7). Activate the trigger to open another gate in the abandoned temples.



**Note:** A trigger for a two-player bridge is on the island's south side. If one player remains on the bridge, the other can cross. If you are playing a one-player game, hold down the switch and wait for Lizardmen to cross the bridge. While they are on the bridge, you can cross

Rush back to the temple and open a Chest revealed by the newly-opened gate. You find a Complete Meal, with a wall switch (8) behind it. Flip the switch to raise a small stump that acts as a ramp to a landing to the south. Now return to the island west of the temple and make your way south again, toward the plaza. You run into the stump ramp you just raised. Use it to climb to a makeshift wooden dock. Clear the dock of all enemies, collecting a half Barrel of Gold, Keys, and other goodies. Now make your way to the small island with the stone plaza in the center.



Cross the stone bridge leading northwest, collecting Crystals as you go. On the small sandbar on the other side of the bridge, you face swinging logs, swarms of Spiders, and Lizardmen galore. Eliminate them all, then wind your way south. Cross a tiny wooden bridge, then wade south, dodging thorny vines as you go.



You eventually come to a wooden dock, connected by a small wooden bridge to the sandbar on which you stand. Clear the dock of all Archers and Bombers, then flip a switch (4) on the dock's extreme west side. The switch raises a ramp to another dock to the north. Rush back down the sandbar to the north, crossing a small wooden bridge and eventually arriving at a large hut and dock. Climb the newly-raised ramp to access a Shrink Enemy power-up in a Chest and a floor trigger (5). The floor trigger raises a ramp to the immediate south, connecting to the sandbar you've used so much.



Rush down the newly-raised ramp to the north, this time heading west on the sandbar. The sandbar winds in a gentle arc to the north, eventually revealing a switch (9). Ignore a submerged wooden bridge. Head west for now, and trigger the switch to raise a tiny stone platform to the north. When you step on the platform, another raises, followed by another, creating a

northward trail. Follow the trail to meet an Eagle Gargoyle.

Use the Explosive Barrel beside the Gargoyle to inflict serious damage, then finish it off with ranged fire. When the beast falls, turn eastward to a White Crystal on a dais. Collect it, then go to the murky sandbar to the south. Take the submerged western bridge.



Wade through the water and waves of low-level Lizardmen. When the sandbar you're on splits north and south, head south briefly, clearing out enemies and collecting Crystals. Then cut north, avoiding a swinging blade trap and continuing west across another submerged wooden bridge. It leads to an island containing the remnants of an old temple.

Clear the temple of resistance, then cross the temple plaza to find a sloped wall to the west. Ignore a locked gate to the south for now, instead climb on top of the sloped wall and wind around the temple and to the south. You reach a small moss-covered plateau on top of which there is a switch (10). Flip the switch to raise a bridge beyond the locked gate you just passed. Now make your way back down the temple wall and through the locked gate to the south.



You come to an empty landing with a large wooden bridge to the west. Before taking the bridge, move south and investigate a rocky outcropping. With a few shots, you can reveal a tiny secret alcove containing a Golden Eagle Feather. Collect it, then head west, mindful of a deadly swinging log trap. The bridge connects to a long barrier island that winds slowly south.

Follow it, destroying any Kamikazes or Forest Spiders you find.

Continue south until you almost reach the tree stump containing the exit portal. A section of floor falls away, preventing your passage. Turn back, passing the two-player bridge. When you come across a wooden bridge to the east, take it. After clearing the light resistance, you run headlong into a Forest Golem. Fall back, taking your best shots while staying out of range of the Golem's fists. When the beast falls, investigate the landing it was protecting to discover the other half of the two-player bridge.



**Tip:** When the section of floor falls away, preventing your passage to the exit portal, begin shooting at the Forest General guarding the far landing. You can kill him now from afar.



Continue south, darting through a locked gate to the east when you find it. Beyond lies a switch (11) that raises a small submerged stone bridge farther south. Continue heading south. Pass a large wooden span to the exit portal, then engage another a patrolling Forest General. Take him out quickly, then investigate the newly raised stone bridge he was guarding.



Cross to an island, continuing south to another two-player bridge. Hold down the floor trigger to allow a few Lizardmen to pass, then rush across it to another island to the south. Collect the goodies on this island, then return to the two-player bridge to discover a switch. It raises a permanent bridge, allowing you to return to the island to the north.



Now return to the wooden span that leads to the exit portal landing. If you didn't eliminate it earlier, a Forest General awaits you there. Ignore the Chest (it contains only a bomb), and head for the exit portal.



# Twisted Roots of Evil

## Goals

Golden Icon  
Runestone

## Enemies

Eagle Gargoyle  
Forest General  
Forest Golem  
Forest Spider  
Lizardman Archers  
Lizardman Bombers  
Lizardman Kamikaze  
Lizardmen  
Red Death



## Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall
- Runestone

## Walkthrough



You begin on a tree-bark path, surrounded by Lizardmen, Forest Spiders, and thorny vines. Head south through thick resistance. Climb a ramp to reach a wooden landing.

You run smack into a raging Eagle Gargoyle. You can defeat the beast easily on such a large landing. Don't use your Turbo attack—a Poison Barrel nearby may ruin a large cache of food if you do. When the Gargoyle is gone, have a snack, then head down the ramp in the west.



Rush back to where you started, this time taking a smaller passage to the north. Pass through a locked gate just ahead, then follow the path west. Expect a moderate and steady flow of enemies from numerous huts and egg sacks. On a new trail, cut briefly south to capture a Black Crystal, then proceed north. The trail turns abruptly east. Follow it through waves of low-level Lizardmen.



With the Invisibility power-up protecting you, move southeast, heading straight for generators. With the generators down, toast the stray Lizardmen, moving to a rickety rope bridge to the west. On the other side of the bridge is a switch (1) that lowers a lift containing a Runestone you can access later in the level. Turn east, opening a locked gate. Defeat the Forest General beyond the gate, then press eastward through hordes of enemies.



**Tip:** If you hurry, you can face the Forest General while the Invisibility power-up is still active. That means that you can take the Forest General apart with no danger of retaliation.



**Caution:** This area is designed to make you waste Keys. Only go through the gates you must access.



Go north to another locked gate, following the trail as it turns east. When the trail splits east and south, take the southern path to reach a switch (2). It raises a platform to the west containing a Black Crystal and a Key Ring. Now backtrack slightly to take the eastern trail and unlock another gate. Take out the high-level Lizardmen and the Forest General on the other side.

Beyond the Lizardmen and Forest General, the path ends. Turn north, taking aim at a target switch that lowers a lift. Turn west and work through a locked gate and the moderate resistance behind it. To the south is the platform containing the Runestone. Collect it and continue down the path.



Only a few feet farther down the path, you face a Forest Golem. Fall back as you fire at the Golem and the high-level Lizardmen that accompany him. Now proceed west along the path the Golem was protecting. The trail switches back up the forest canopy, winding east. Have a Potion ready for Red Death; he's in front of a pair of locked gates.



Behind the gate to the east are Crystals and a Key-filled Chest. The path toward the exit continues beyond the locked gate to the north. The trail winds west, and is filled with Lizardmen, Kamikazes, and swinging log traps. Brave the dangers, moving forward to trigger a switch that lowers a lift, allowing you to progress west. Climb higher, then wind west and east as the wooden path switches back up the canopy.



As you round the bend, look north to find a target switch (3). Shoot at it to lower the exit portal to the north. Continue up the trail, clearing away enemy forces until you reach the exit portal.

## Ancient Tree



### Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall
- Secret Room

### Goals

- Golden Icons
- Secret Stage Access

### Enemies

- Eagle Gargoyle
- Forest Generals
- Forest Golem
- Forest Spider
- Lizardman Archers
- Lizardman Bombers
- Lizardman Kamikaze
- Red Death
- Treemen

## Walkthrough



## Treemen

Born of the Ancient Tree corrupted by Skorne, Treemen are one of the most dangerous forces in the Forest Realm. They spew forth from hollow stumps throughout the twisted canopy of the Ancient Tree. Treemen are spawned at such an alarming rate, it is often better to go for their generators than for the wooden warriors themselves.



You begin at the intersection of several wooden plank pathways, with the hollowed stump that is a Treemen generator right beside you. Clear out the Treemen and the Archer taking shots from the north. Collect the goodies around you before heading north up a wooden ramp. Make your way from landing to landing, heading eastward until you come to a locked gate. Open it and obliterate the forces beyond.

Continue down a long winding path to the southeast, collecting Crystals as you go. When the pathway splits, south and east, head east. Unlock the gate, then eradicate the Forest Spiders beyond. Finally, flip the switch (1) on the landing to raise a platform containing an Extra Speed power-up. With the power-up augmenting your abilities, double back and take the southern pathway.

**Tip:** Take every opportunity to fire from one pathway to another. You can eliminate future threats entirely by sniping when your enemy can't fire back.



Cut through hordes of Treemen as you press southward, eventually arriving on a landing made of a tree stump. From the landing, head south through a locked gate, ready for more Treemen. You arrive on another landing, this one guarded by a Forest General. Retreat down the pathway leading to the landing, then destroy the General. With the beast down, head southwest down the pathway the General guarded.



There you find a switch that raises a log pole to the north. Step on the log to trigger another log, and then another. Soon you have a log pathway that winds westward. Take out the Archers and Bombers that litter the area, then head up a small wooden plank to the southwest to ascend to a new landing. From this landing, press southwest, pruning back a forest of Treemen. Beyond the Treemen is a Forest General on a narrow ledge. Take him out from range, then continue west.



You reach a small alcove carved into the forest. Nearby is a switch (2) that raises a platform lift to the west. Head to the lift, and descend into a small pit. Turn your attention to the northeast to discover a new switch (3). It raises another log in the log path, as well as another switch. Before investigating the newly raised log pole, head southeast to find a wall switch (7) that raises a platform later in the level. Now return to the lift and make your way to the log pole switch (4).

This switch raises a platform full of Gold and Gems back in the pit. Rush back down the lift and into the pit to collect the treasure. Open the Chest to reveal an Invisibility power-up and a floor trigger (6) that raises a platform full of Gold later in the level. Make your back up to the landing, then head west until you reach the carved alcove where you recently battled a Forest General.



From the alcove, descend west, eliminating Treemen and discovering a new switch (5), which lowers a wall on a nearby landing. Now turn your attention to the west, where you find an Eagle Gargoyle. If you've tripped all the switches as recommended, rush south then east along a long, thin branch. At the end of the branch is a platform containing a Rapid Fire power-up. With the power-up, lay waste to the Eagle Gargoyle. There is a secret stage portal where the Gargoyle once stood.

**Tip:** You can access the Psychedelic Chamber and unlock the Tigress through the portal.



If you have triggered all the switches, you can now access a small landing to the west of the secret stage portal. The landing contains Gold and Crystals. Make your way west, then north. You come to a switch that raises a tree to your right as if it were a platform. When the tree has finished moving, proceed eastward.

**Note:** Once you begin down the thin branches, the tree lowers once again, preventing you from backtracking.



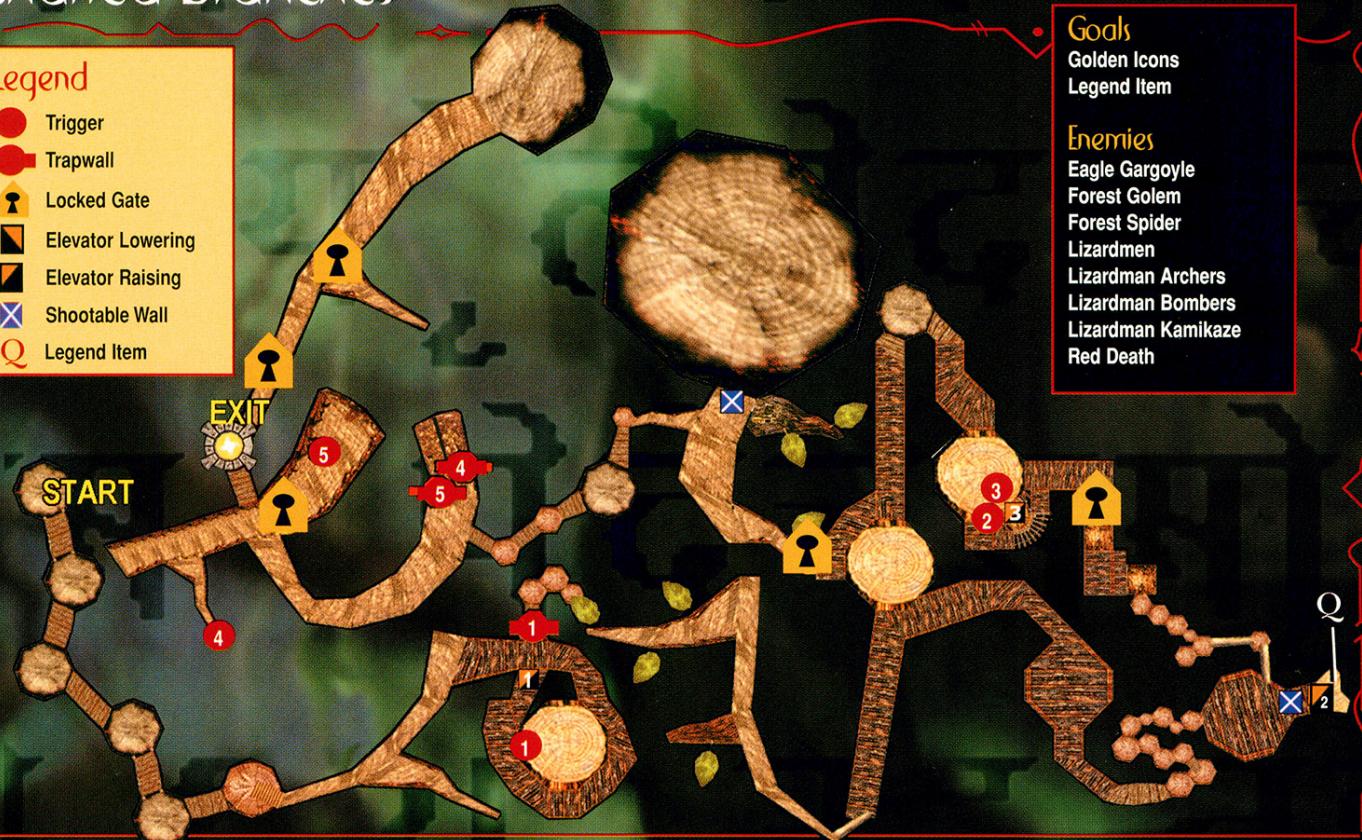
You soon come to a series of long, thin branches. Eliminate the Archers and Spiders on the branches, then make your way to a large wooden landing to the east, where a Forest Golem waits to pummel you. Retreat into the branches and take the Golem apart with a burst of ranged fire. When the Golem falls, continue north, Potion in hand. Red Death hides among a series of Barrels on a nearby landing. Destroy Death and all of the enemies on the landing with a single use of Magic, then proceed north.

You face a raging horde of Treemen, Spiders, and a Forest General. Hit the crowd with your best Turbo attack, then lay into the enemies with everything you've got. When you've demolished the crowd, continue north. The path splits, one trail leading north, the other east. The northern passage holds a few Crystals, and the eastern passage leads to the exit portal. Wade through a mass of Treemen, then return to Sumner's Tower.



## Gnarled Branches

Legend	
●	Trigger
●	Trapwall
◆	Locked Gate
■	Elevator Lowering
■	Elevator Raising
✗	Shootable Wall
Q	Legend Item



**Goals**  
Golden Icons  
Legend Item

**Enemies**  
Eagle Gargoyle  
Forest Golem  
Forest Spider  
Lizardmen  
Lizardman Archers  
Lizardman Bombers  
Lizardman Kamikaze  
Red Death

## Walkthrough

**Tip:** Carry a few extra Keys into the Gnarled Branches. There is a series of locked gates at the level's end. If you don't have enough Keys, you'll miss out on Golden Icons as well as a valuable cache of Gems.

You begin on an enclosed platform atop the tall trees, with a rope-and-plank bridge connecting you to another platform to the south. Immediately take out the Kamikaze that rushes you, then proceed south. Make your way from platform to platform, eliminating enemies. After a long series of bridge-connected platforms, you reach a tiny landing.



From the tiny landing, a path leads north and another path leads east. Rush down the eastern path to collect a small pile of Silver, then proceed northward. Follow the northern trail as it winds west, leading you to a large group of high-level Lizardmen led by a Forest General. Defeat the tiny pocket of enemies, then continue along the winding catwalks.

You pass a gate to the north, but you can't open it yet. Wind east around a huge tree trunk until you find a switch (1). It raises a small section of catwalk and opens the gate you just passed. Go north down the newly opened passage, clearing away any Lizardmen and Spiders you encounter.



You eventually reach a long catwalk heading due north. Follow the catwalk as it turns west past a large tree stump landing. Eliminate the numerous Archers and Bombers. Make your way south as the catwalk turns again, leading you to a large landing. Open a nearby Chest to collect a Key Ring. Proceed south from the landing to find a log pole path that winds east then north.



The lift leads you to a lower landing. Nearby is a switch that controls another lift to the north. The second lift raises you to a new series of catwalks. Pass through a locked gate, then follow the catwalk west. You come to the base of a huge tree-stump landing that you can't access from where you stand. On the stump landing stands a Forest Golem. Take him apart from the catwalk so he can't retaliate.



With the Golem defeated, rush down a wooden ramp to the west. A switch at the base of the stump landing activates an enormous semicircle lift. Hop atop the lift to access the stump landing. Clear away the enemies, then activate a floor trigger (3) near the lift to raise a platform below. Hop back on the lift and descend to collect the treasure behind the secret wall on the

lower platform. On this platform is another switch (2) that raises the Scimitar of Decapitation from its shallow pit. Retrieve it, then return to the stump platform.

From the landing, head north until you reach a switch set into the catwalk. The switch calls a small lift, allowing you to progress west. You come across a sparsely-protected tree-top landing with a switch on the far wall. It raises another lift from a lower level. Use the next lift to descend to a new series of winding catwalks.



From the catwalks, pass through a locked gate, making your way west along a thick tree branch. You come to large landing carved from a tree. Clear the landing of enemies, then take a few shots at the tree wall to the north. Your shots reveal a secret alcove containing a pair of Chests. Open the Chest on the left, then dart down the spindly branch to the east to find a small cache of Crystals and a Ham.



Now head west, down a series of wooden planks and bridges. You soon reach a thick landing cut from a branch. Red Death waits in one of the two Barrels to the right. Use a Potion to dispel him before he can sap your Health. Now proceed southwest, following the branches as they wind slowly north.

**Note:** Behind a log wall to the north sit Chests and Crystals. You can't reach them now, but you'll be back.



You come to a four-way intersection. To the north is the exit portal. To the west is a small series of branches containing a switch (4) that lowers half of a log wall to the south. To the east is a locked gate protecting a switch (5) that lowers the other half of the log wall. Make your way back to the Chests behind the now lowered log wall, and collect all the goodies.

With power-ups and Crystals in hand, make your way to the exit portal, but do not enter it. Instead, open a locked gate to the right of the exit portal and proceed north down a final series of passages. You come to another locked gate leading east. Behind it is a small cache of Crystals and a Potion in a Chest. Collect the treasures, then proceed north to encounter the final challenge of this level—an Eagle Gargoyle. Defeat it, retrieving the Gems and Silver Chest it guards, as well as the Golden Eagle Feather. Now head back to the exit portal and return to Sumner's Tower.

# Web of the Spider Queen

## Goals

Shard

## Enemies

Forest Spiders  
Spider Queen

## Legend Item Needed

Toxic Bellows

## Walkthrough



Before attempting to slay the Spider Queen, retrieve the Toxic Bellows Legend Item from the Mystic Pyramid within the Desert Lands. The Toxic Bellows damage the Spider Queen, turning her skin green and reducing the effectiveness of her ranged attacks.

The Spider Queen is vulnerable to acid-based attacks. Outfit yourself with an Acid Amulet and a Rapid Fire or 3-Way Shot power-up. If funds allow, get all three. Doubling up on a particular power-up doubles the duration of its effects.

## Spider Queen Attacks

### Spider's Charge



The Spider Queen charges with ferocious speed. If you aren't already moving out of the way by the time the charge begins, you will almost always be caught in a storm of whips and claws. This attack is especially effective because it also stuns your character, allowing the Spider Queen to hit you again and again as you stagger to escape.

### Lightning Whip

In close combat, the Spider Queen lashes out with one of her primary weapons—the lightning whip. The whip lashes out repeatedly, striking any character within range. Although the whip's range is short, it can damage and stun multiple characters at the same time. The attacks come fast and furious.



### Egg Sack



The Spider Queen infrequently lays an egg sack from which Forest Spiders pour out at a tremendous rate. The Forest Spiders themselves aren't a serious threat, but the way they obstruct your movement can be a real problem. When the Spider Queen lays an egg sack, eliminate it with your Magic, taking out the sack and any straggling Spiders.

## Spider's Sting

The Spider Queen is most vulnerable when you attack her hindquarters. To protect against this, she has developed the spider's sting. With ruthless force, the Queen plunges her stinger into a hero, pumping deadly venom into the victim. Maintain distance from the Spider Queen as you attack from behind, never letting her get close enough to sting you.



## Binding Webbing



The Queen also casts out gobs of sticky webbing to ensnare your heroes. Although the strands are insufficient to trap a character completely, they can slow you down.



## Battle Strategies

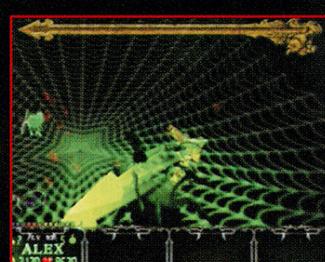
If you have retrieved the Toxic Bellows, the Legend Item will be activated when you engage the Spider Queen in combat. The Bellows saturate the Spider Queen with venom, turning her skin a sickly green and reducing the effectiveness of her ranged attacks.



When the Spider Queen has been doused by the Toxic Bellows, rush forward and collect the Extra Speed power-up, increasing your movement and rate of fire. Keep mobile, running wide circles around the Queen. The Spider Queen focuses all of her attacks in a particular direction. Once she has started, she will remain facing that direction for several seconds, even if there is no one there.



During these moments, rush to the side, attacking the Spider Queen's hindquarters. She is especially vulnerable to rear attacks. If you keep your distance, you will avoid the Queen's rear stinging attacks. Although the Queen rotates poorly, she will get you if you don't keep moving.

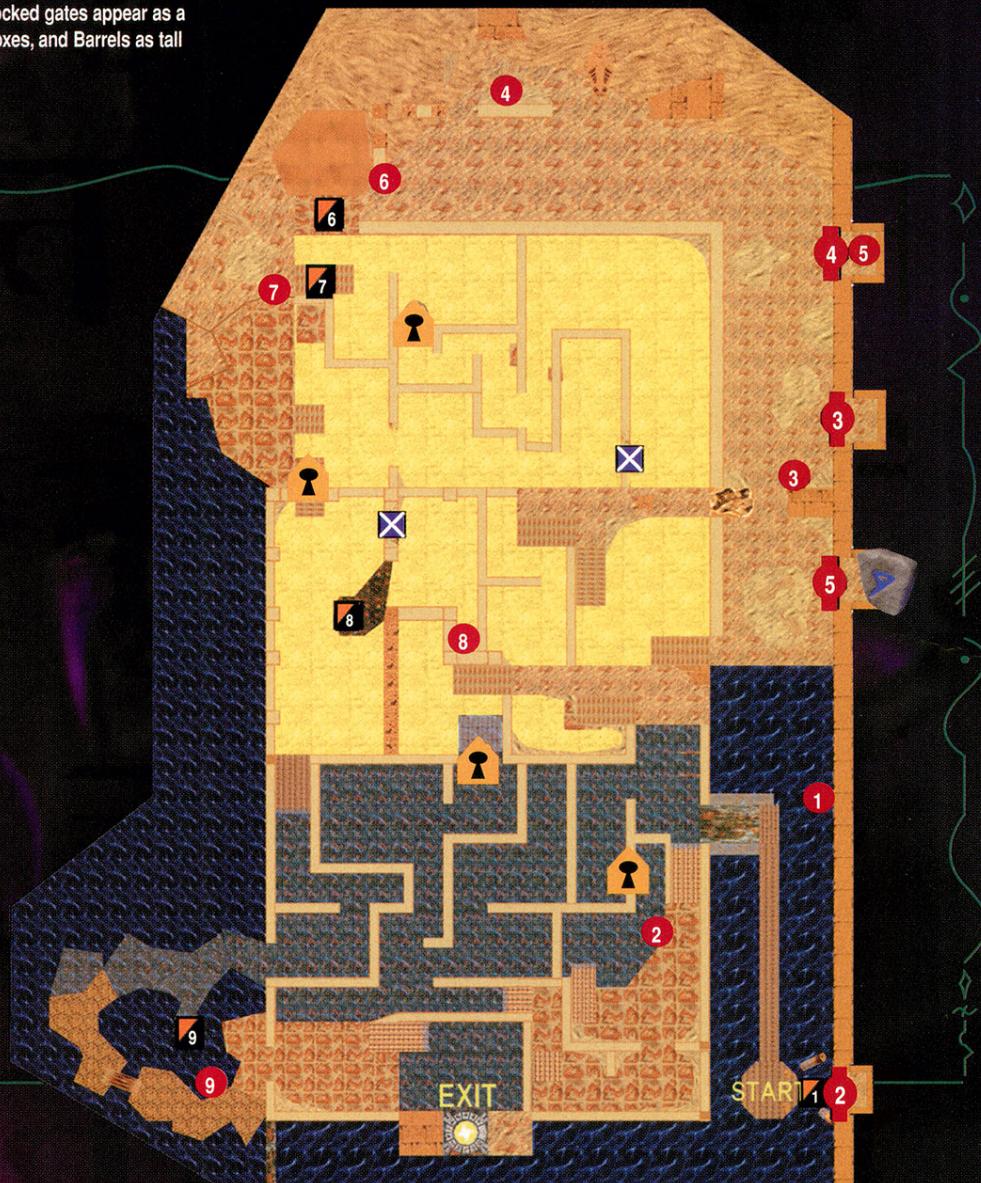


If you stay mobile, attack her hindquarters, and avoid the Queen's most potent attacks, she will eventually collapse. When she does, collect the Gold and Silver coins that fall from her body. After retrieving your treasure, you are given the Spider Queen's Shard.

# Desert Lands

The Desert Lands involves a lot less desert than you might have thought. Instead, the Realm is congested with moving blocks, tight stairways, and enormous stone pyramids. The Desert Lands also has a very unique style. Locked gates appear as a set of stone doors, Chests as ornately decorated wooden boxes, and Barrels as tall ceramic jars.

## City Ruins



## Walkthrough



### Desert Grunt

Desert Grunts are the backbone of Skorne's forces in the Desert Lands. In most respects they are similar to the Grunts you have encountered in the past. The glaring difference is in the largest, highest-level Desert Grunts—they are ruthless in close combat, and can also project spheres of annihilating arcane energy.



### Desert Archer

Desert Archers are similar to other Archers, but they are more durable and more deadly.



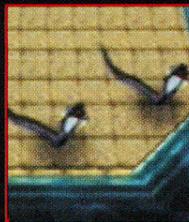
## Desert Bomber

Desert Bombers are similar to other Bombers, but they are more durable and more deadly.



## Desert Kamikaze

Desert Kamikazes explode with tremendous force, blowing themselves to smithereens and inflicting terrible damage to anything nearby. In addition to causing serious injury, an exploding Kamikaze stuns any hero in blast radius. Desert Kamikazes are significantly faster than Kamikazes you have faced in other levels.



## Pit Viper

Pit Vipers infest the Desert Lands, slithering out from jars. They generate fast, move faster, and attack with blinding speed. Pit Vipers come in two varieties—the smaller Blue, and the larger Red.



## Desert General

Desert Generals are extremely aggressive, often beginning a charge long before you see them coming. They are extremely durable, and capable of raining down deadly blows with horrifying speed. They utilize their block defense for longer intervals than Generals of past levels, allowing them to block your Turbo attacks with greater effectiveness.



## Lion Gargoyle

Lion Gargoyles are the fiercest and most deadly of the Gargoyle family. A massive lion's head sits atop a powerful muscular body. From the lion's head comes gouts of flame for short-range attacks, and balls of fire for long-range attack. The last weapon in the Lion Gargoyle's arsenal is its giant claws, which can rip easily through armor and flesh.



You begin on a stone catwalk, suspended over a desert reservoir. Immediately dispatch a Kamikaze to the north, then follow the catwalk over the reservoir. After a few steps, you run headlong into a Desert General. Retreat south, taking the General out as quickly as possible—you don't have much room to run. With the General down, head north across a long spike trap until you reach a canal heading west.



Before heading down the canal, cast your eyes eastward to spy a target switch (1). Activate it with a few ranged shots to raise a missing section of catwalk to the south. There is a gate that cuts you off from reaching the area of the map that the new catwalk section leads to, so head west down the canal instead. At the bottom of the canal is a jar of Pit Vipers. Dispatch them quickly, then continue west to engage a group of high-level Desert Grunts. They can attack at range, so take them out quickly.



With the high-level Grunts and their generator destroyed, turn south to discover a locked gate. It looks different from those you are used to, but opens the same way. Move forward through the gate, flipping a switch (2) set into the east wall. The switch opens a gate protecting an alcove near your starting position. Retrieve the Crystals within that alcove, then return to the canals.

**Caution:** Red Death awaits you in a nearby jar. A single Potion will take out Death before it has a chance to touch you. If your Magic ability is above 450, you can also dispel a second Red Death in a nearby passage.

**Tip:** While in the canals, take every opportunity to snipe at enemies over the low canal walls. Most of the enemy forces have no way of retaliating.



As soon as you enter the canals, take a staircase ascending to the south. Proceed to an upper landing swarming with enemies. Cut through them on your way south, passing through an electrified plate trap. Turn west then north as the passages wind deeper into the Ruins. Take a northern staircase, descending back into the canals.



As you return to the canals, you have three choices for how to proceed. A single Key lies to the west, and a Fire Breath power-up to the northeast. To progress deeper into the City Ruins, head north, slaying a small horde of Desert Grunts. Wind through the labyrinth-like levels until you come to a locked gate. Behind the gate is a lift set into a trio of waterfalls. Pass through the gate and use the lift to ascend up and out of the canals.



Clear the landing at the top of the lift, then proceed up a staircase leading to the east. A Desert General rushes toward you, scepter raised high above his head. Fall back down the stairs and dispatch the General at range, then investigate the passage he protected. You find a landing with a staircase leading west built into its side. Descend the staircase, destroying all low-level Grunts you find.



Now pass under a small stone bridge to continue northward. Ascend a staircase to the east, then make your way up and down several flights of stairs as you press eastward. Be careful of a spring trap set into the wall at the top of the staircases—it can be easy to miss.

You eventually reach a large landing covered in sand. Ornately carved walls decorate the landing's eastern face. Proceed north for your first encounter with the Lion Gargoyle. There is little room to fight the beast, so fall back to the larger sand-filled landing to the south. Here you can dodge its flame attacks and powerful claws. When the beast finally falls, it gives up a rare Golden Lion's Claw. Collect it, then investigate the area the Gargoyle was protecting.



A switch to the north (3) lowers a panel of the ornately carved stonewalls to the east, revealing a trio of Black Crystals. After collecting them, continue north, following the sand dunes west. Behind a well-protected wall to the north is a switch (4) that lowers another panel of carvings to the east. Backtrack to discover a small alcove containing Steak

and another switch (5). Trigger it to lower another panel to the south. You discover a Runestone in this newly revealed alcove.

Wind your way north, and then west along the sand-covered landings until you discover a switch (6) near the landing's end. Trigger the switch to raise a platform to the west. Cross the platform and find another switch (7), which raises a staircase to the immediate east. Descend the steps, dispatching a raging Kamikaze. Wind toward a locked gate, passing through and battling eastward. Beware of a pair of spring traps set into the walls of the twisting passages.



No sooner have you cleared the winding passages of the Ruins than you encounter a Sand Golem. Before the Golem is a mass of low-level Grunts. Let the Grunts block the Golem's progress, allowing you to take it out at range. When the Golem falls, clear away the Grunts, then move forward to investigate the area the Golem was guarding. Work east then south, following the passage until it dead-ends.



Look west for a section of weak wall. Break through it with a few shots, then proceed west. Ascend a set of steps leading to a higher landing, and be ready for combat. A Desert General waits there. Fall back down the stairs, using the labyrinth-like walls of the catacombs below to confuse the General. As he bumps helplessly against a low wall, take him out with ranged fire. Now return to the landing, passing through a locked stone gate to the south.



Huge swarms of high-level Grunts wait for you behind the gate. Use a Potion to blast them, then descend the stairs to finish off any stragglers. To the east is another secret wall. Blast through it, and pass into an eastern chamber. Inside, you find a switch (8) that raises a Golden Lion's Claw nearby. Leave the eastern chamber and press southward until you reach a staircase. Descend the steps and reenter the canals.



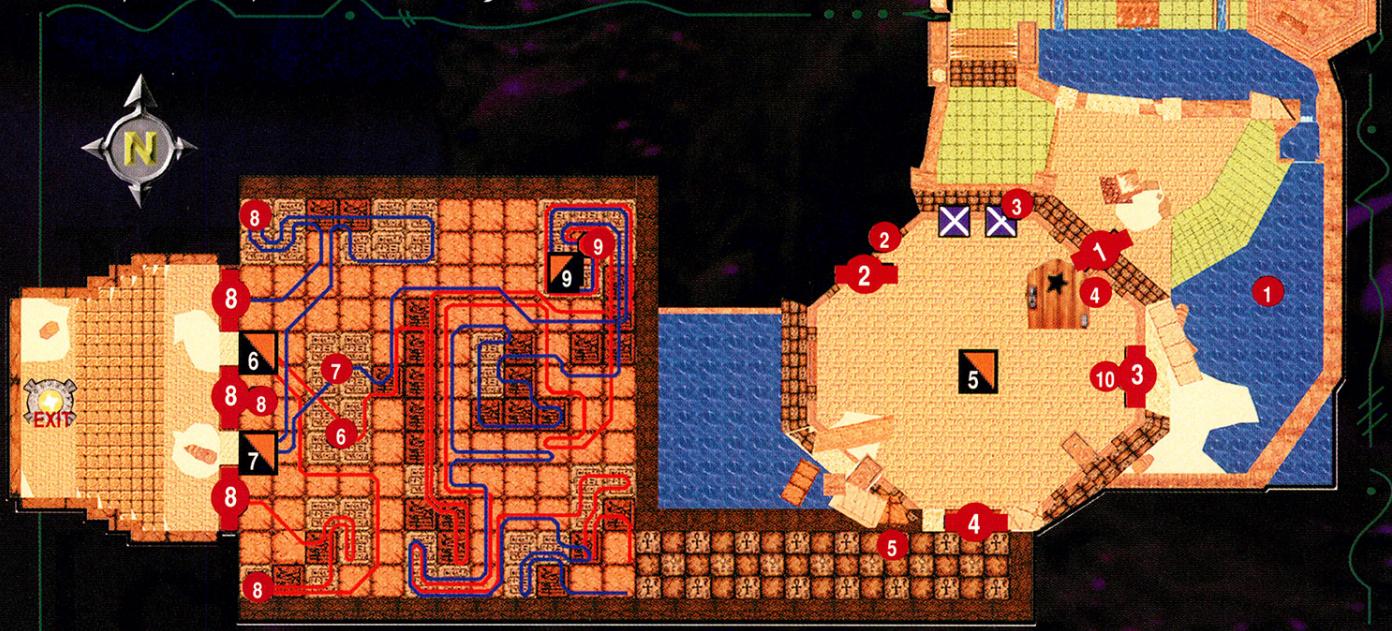
Wind through the canals, pressing southward until you reach a partially submerged stone walkway. As you begin down the walkway, look southwest to spot a target switch (9). It raises a platform full of Silver. With the treasure in hand, make your way along the walkway until it connects with a far landing. Clear the landing, and press eastward toward the exit portal.



Descend a final staircase to the east to enter the final landing. The area swarms with enemies, including a General. Pepper the mass of enemies from the staircase, doing as much damage as you can before engaging in close combat. When the area is clear, collect the treasures near the exit portal and return to Sumner's Tower.



# Temple of the Magi



## Walkthrough



Ascend a few steps, making your way east through a series of fallen columns. Vipers, Grunts, and Black Death infest the area. Move slowly but methodically east until you reach a grand stairway descending into a watery pit. Four generators feed the hordes of low-level Grunts that swarm up at you. Concentrate on eliminating one generator at a time, using Potions and Turbo attacks if you have to. It is easy to become overwhelmed. When the watery pit has been cleared, move to a switch (1) in the middle of the waterway. This switch moves a huge statue and extends a small walkway later in the level, allowing you to proceed.



Climb up a ramp on the water-filled pit's southern side. The ramp leads to a walkway overlooking an enormous circular arena. Wind around the arena, flipping a switch. The switch moves another statue and allows you to continue along the walkway. You eventually reach a western ramp that allows you to descend into the arena.



**Caution:** Move carefully in the arena, eliminating one generator before turning your attention to the next. Also keep your eyes open for Kamikazes. A seemingly endless stream of them approaches with incredible speed.

The arena is an enormous bowl-shaped area overflowing with enemies. Wind clockwise around the arena's edge, methodically destroying all enemy forces and generators—don't ever leave an enemy generator behind you. When you reach a switch (4), trigger it to lower a gate to the south.

### Goals

Golden Icons  
Secret Stage Access

### Enemies

Black Death  
Desert Archers  
Desert Bombers  
Desert General  
Desert Grunts  
Desert Kamikaze  
Lion Gargoyle  
Pit Viper  
Red Death  
Sand Golem

### Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall
- Secret Room





Just to the west of the switch and left of one of the great statues is a secret wall. Destroy it to discover a tiny alcove and another switch (3). Flip the switch to move another tall statue back into the arena wall and reveal a floor trigger (10). Activate the floor trigger to move back the third great statue and access a secret stage portal. The portal leads to the

Midway Labs secret stage, where you can unlock the Jackell secret character.

When you have completed the secret stage, head south to engage a Lion Gargoyle. Lure the beast into the arena, where you have plenty of room to maneuver. When the Gargoyle comes crashing to the ground, collect its Golden Lion's Claw. Investigate the passage it was guarding, pressing westward through a mass of low-level Grunts. You soon come across an easy-to-miss wall switch (5) that lowers a pedestal containing a Golden Lion's Claw in the middle of the arena. Collect it, then make your way back to the well-defended western passage.



A Desert General blocks your path. Eliminate him quickly, then continue west. You come to a large plaza of multi-tiered blocks. To the right is a pile of Silver and a Rapid Fire power-up. Straight ahead are a Ham and two Light Potions. You can only go in one direction; after you move toward a particular batch of items, the other batch drops into a shallow pit and is lost to you. Choose one of them, collect the items, then head north.



The plaza is a labyrinth of depressed blocks and raised columns. Work your way north then west, prepared for heavy fighting. In addition to the huge numbers of Vipers, Grunts, and Bombers, you also face a pair of Desert Generals. Engage them one at a time, and don't let them box you into a corner. Explore every nook and cranny of the plaza. You can raise and lower many blocks just by walking up to them.

When you have finished investigating the east end of the plaza, move to the west end. You see a slightly raised platform with a darker, discolored block to the east of it. Stepping on the discolored block lowers the platform and awakens a pair of Sand Golems. You may have to face them both at the same time. Retreat to the east, giving yourself a little room to maneuver. Pepper them with long ranged fire, Turbo attacks, and Potions. It's more effective to concentrate your attacks against one Golem at a time, turning to the second only after the first has fallen.



When the duo is down, move to the landing they guarded to find a pair of floor triggers (6 and 7), as well as a small feast. Activating the triggers lowers a pair of Chest-topped pedestals to the west. A third Chest sits between the lowered pillars. Red Death is inside the Chest, and there's a floor trigger (8) beneath it. Flip the floor trigger to open the massive stone walls to the west.



## Plaza Items

Just before you enter the plaza, you find a scroll with following passage: "Forward leads to health and happiness, right leads to wealth and power." You have a choice to make. If you go after the Ham and Light Potions, you lose the Rapid Fire power-up, the Silver, and other items. Likewise, choosing the Rapid Fire power-up costs you the Ham and other potions. You can't get them both.

Although the plaza is brimming with items and power-ups, there are certain items you can only get by going either straight or right. Which path you should take depends on which list of items is most useful to you.

If you go straight ahead, you receive:

Drumstick  
Gold and Gems  
Ham  
Light Potion (2)  
Steak

If you go right, you receive:

Gold and Gems  
Keys  
Levitate power-up  
Light Potion  
Rapid Fire power-up  
Silver (2)  
Watermelon

**Note:** Carefully follow either the red or blue path on the map. Any misstep can cause you to lose many items.

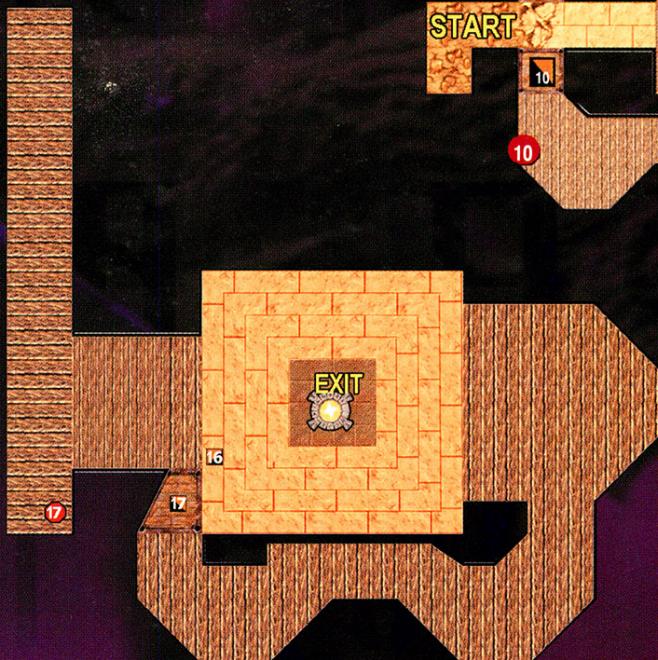
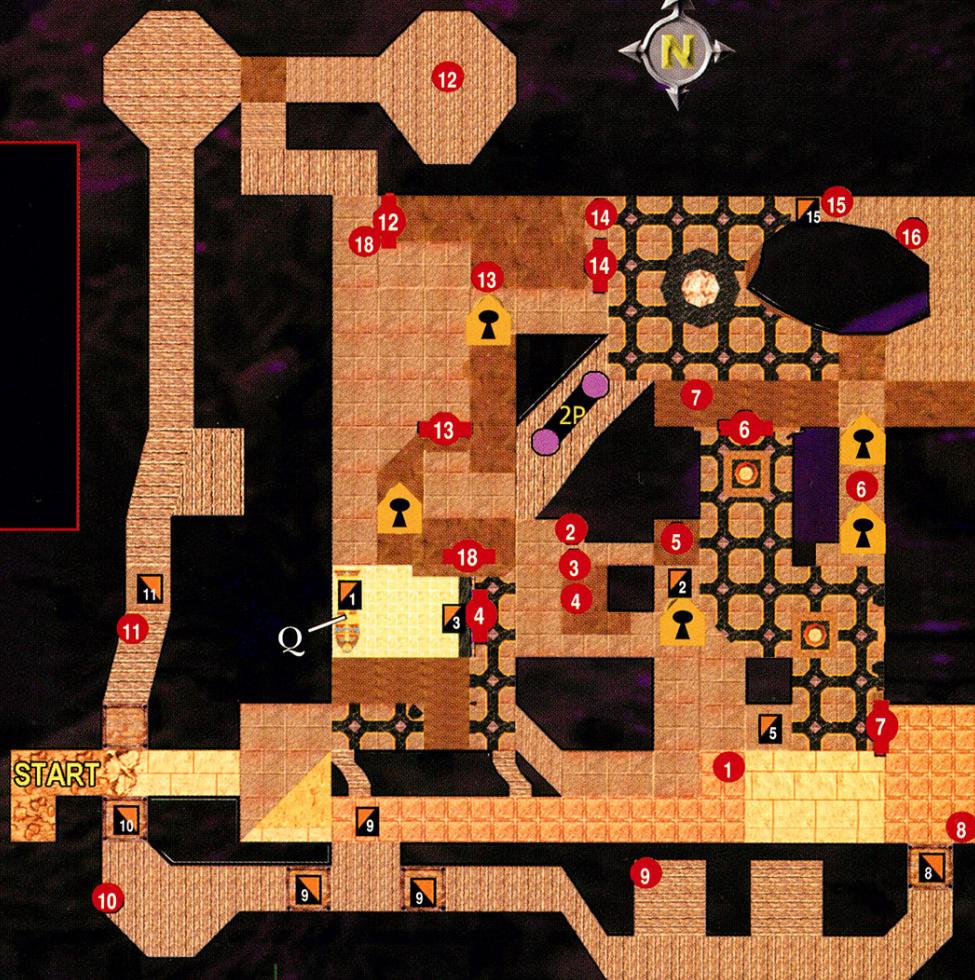
**Tip:** Ignore the Chest on the steps leading to the exit portal. Only bombs and poisoned food await you.



Beyond the stone wall is an enormous staircase leading westward to the exit portal. Four generators feed wave after wave of low-level Grunts as you attempt to ascend the staircase. Destroy the generators, then toast the forces guarding the exit portal. When the coast is clear, collect the treasures along the westernmost wall, then return to Sumner's Tower.



# Mystic Pyramid



**Note:** Although locked gates within the Mystic Pyramid look different from anything you have seen, they open just the same.



## Walkthrough



You begin on a stone walkway outside the main building of the Pyramid. Snack on the Ham in a jar to the south, then proceed east, taking out the Vipers and Grunts you encounter. As the path turns, cut south, targeting one of the explosive jars to detonate them all. Now head east, bypassing a bridge to the north until you find a switch (1) tucked in a corner. The switch opens a sarcophagus and grants access to the

Toxic Bellows later in the level. Head back and cross the northern bridge you just bypassed.

Collect a long line of White Crystals, then double back, taking a ramp eastward to a raised platform. Follow the platform as it winds northward. A section of the platform rises out of your reach as you approach. Continue past it, finding an easy-to-miss switch (2) behind a pillar to the extreme north. This raises a small section of the walkway behind a locked gate to the east. Make your way back to the gate, opening it and flipping the switch (5) you find. This switch raises a stone ramp to the south.





a 3-Way Shot power-up and another switch (3). Flip it to raise a platform containing a Golden Lion's Claw. Now make your way to the west, collecting both the Claw and the Toxic Bellows.

Now head east, across a small wooden bridge and down a small descending ramp. From the lower level, you are presented with two northern ramps, one going up, the other descending to a lower level. Take the upper ramp, passing through a locked gate to find a floor trigger (6). The floor trigger lowers a wall on the landing beyond the lower ramp. Unlock the second of two locked gates to reveal a wall switch. Trigger it to raise a platform, granting access to a passage later in the level. Now head back to the descending ramp and on to the lower landing.



Wade through enemy troops on the lower landing to reach a wall switch (7). Once triggered, this switch lowers a section of wall on the upper landing to the south. Ascend the stone ramp you just came down and head south to engage a new horde of Grunts. Beyond the Grunts is a landing cut into the face of the Pyramid. Flip a switch (8) on the landing's southern side to lower a platform nearby.

Use this platform to make your way onto the scaffolding outside the Pyramid.

On the scaffolding, wind west, picking up an Electric Shield power-up from a Chest along the way. With Shield in hand, plow the road, rushing west until you reach a switch (9) to the right. Flip it to lower a section of scaffolding to the west, allowing you to progress. Continue westward, flipping two switches. Each lowers a section of scaffolding, granting you access to more of the level. You soon reach the place where you started, although your path into the Pyramid is now blocked. Continue along the scaffolding, flipping one final switch (11) to lower a statue that allows you to proceed.



When you reach a section of scaffolding with two ramps (one descending to the east, the other ascending to the south), take the eastern path. Clear the landing there, flipping the switch (12) to lower a gate deep inside the Pyramid. Then double back, taking the southern ramp to reenter the Pyramid on a higher level.



You enter a landing with passages in virtually every direction. Clear the landing, then head east through a locked gate and across a series of spike floor traps. At the end of this passage is a narrow catwalk leading to the north, where you find a switch (14) that lowers a gate deeper in the Pyramid. Make your way back to the main landing, this time taking a descending ramp to the north.



From the last switch, turn west down a nearly-invisible ramp. The ramp descends to a tiny landing. Ease south to discover a secret lift that raises you to the level of an important floor switch (4). Triggering it lowers a carved wall to the west and grants you access to the Toxic Bellows. Head back down the ramp to find that an alcove has been revealed on the tiny landing. Inside is



Once on the lower landing, cut west. If you have flipped every switch as recommended, you should find an open alcove. Trigger the switch (18) inside the alcove to lower a wall farther south. Now move east to discover another switch (13), which lowers a nearby gate. Make your way back up the ascending ramp to the south, then continue southward through a now-open gate. Keep a Potion handy—Red Death awaits.

Continue east, through a now-open gate and into an ornately-decorated chamber. A black marble dais sits in the room's center, and there's a two-player bridge to the left. A passage leads east onto wooden scaffolding. Wind north to find a switch (16) that reveals Gold and Gems near the Pyramid's peak. Now go west, flipping another switch (15) to raise a platform holding a Supershot power-up. With the power-up in hand, head back to the main landing.



After dispelling Death, continue through the now-open gate, climbing a southern ramp to a high landing overlooking much of the Pyramid's interior. A Desert General guards the landing. Lure the General onto the descending ramp to trap him, then take him apart at your leisure. After you've cleared the landing, go west to a wooden platform.



A Sand Golem waits to pummel you. Try to catch the lumbering beast on the corner of the winding scaffolding to the east. Often the Golem gets caught up, trundling helplessly into a support post or other obstruction in an attempt to get to you. Take out the Golem, then continue north and east. You eventually arrive at a small landing with a Lion Gargoyle.



Hit the Gargoyle with everything you have, moving around the beast and staying mobile. This is a tough fight. Being patient and staying mobile are the keys to defeating this beast. When the Gargoyle has fallen, make your way east to a Desert General. Lure him to the landing where you battled the Gargoyle, dispatching the General as quickly as possible. With both guardians destroyed, proceed east along the scaffolding.



Spiral up the scaffolding, eliminating any enemies. Near the top, you discover a switch (17) that lowers a section of walkway, allowing you to continue up the face of the Pyramid. A final switch lowers the exit portal into place. Collect the nearby treasure, then use the portal to return to Sumner's Tower.

# Tombs of the Undead

## Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall
- Transporter

## Goal

Golden Icons

## Enemies

- Desert Archers
- Desert Bombers
- Desert Kamikaze
- Lion Gargoyle
- Mummies
- Pit Viper
- Red Death
- Sand Golem

## Walkthrough



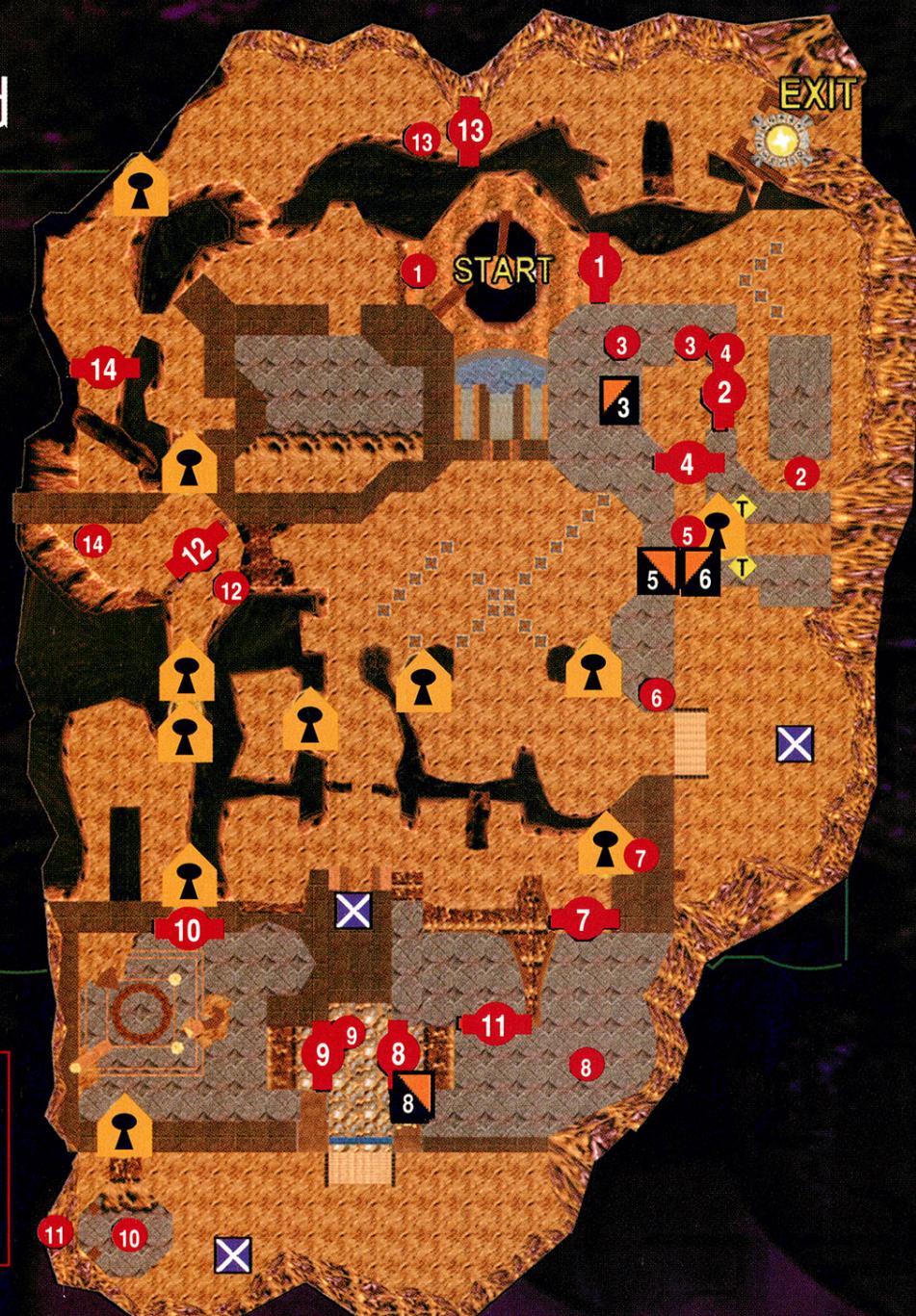
### Mummies

Mummies are the walking undead, whose inhuman strength and undying hunger for flesh is born of Skorne's corrupting influence. Mummies crawl from sarcophagi at a terrifying rate.



You begin on a small circular platform, in a swirling column of brilliant light. Mummies and Vipers surround you. Make your way north across a wooden plank to reach the mainland. Wind clockwise around the spire of light to engage a Desert General in a shallow pool. Take him out quickly, then

investigate the waterfalls he was guarding. Now make your way counterclockwise around the spire to discover a switch (1) that lowers a wall to the east.



Rush eastward to engage waves of Mummies, cutting through them on your way to an arrangement of miniature pyramids. Continue east, cutting south as the canyon turns. A stairway leads you to the top of an immense altar. Collect the Crystals there and eliminate every enemy unit before descending from the altar top. Move south, behind the altar, to discover another switch (2). It lowers a wall to the immediate west.

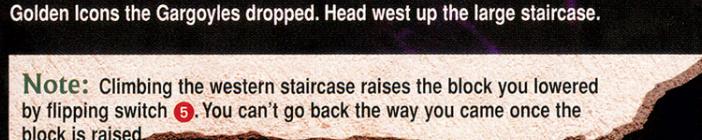


Beyond the western wall is a large alcove. Clear away the undead there, then move to a switch (3) to the north. The switch lowers a lift to the west. Hop aboard to get a bird's eye view of the labyrinth-like valley. Now head east to discover a floor switch (4) that lowers a southern wall in the valley below. Use the lift to go back down, then head south through the now-lowered wall. Another switch (5) lowers a large block that hinders your progress on the upper levels. Pass through a locked gate to the east and collect a few Crystals, then use the lift again to return to the upper levels.

When you reach the upper levels, climb a ramp to the south. With the large block lowered, you can continue to a switch (6) attached to a pillar near the edge of the upper level. This switch raises a lift to the north. Hop on the lift to ride to a lower landing. Use a set of transporters to dart to a northern landing for a moment, collecting various treasures before returning. Now proceed east, heading down a ramp and returning to the valley floor.



You run headlong into a pair of Lion Gargoyles. Quickly dart east and open a Chest containing a Shrink Enemy power-up. Use the power-up to shrink the Gargoyles down to size, along with all the nearby enemies. When the first Gargoyle drops, move south to engage the second. If you move quickly, you can easily destroy both while they're miniature. Collect the Golden Icons the Gargoyles dropped. Head west up the large staircase.



**Note:** Climbing the western staircase raises the block you lowered by flipping switch (5). You can't go back the way you came once the block is raised.

**Note:** The look of locked gates has changed yet again. Now they appear as four columns that collapse into the ground when opened.



Climb the stairs to a new landing, and clear the area of the undead army. To the north is a locked gate. Pass by it for now, clearing all Mummies to the west first. When there are no enemies at your back, return to the first locked gate you passed, and head through it. You find a field of miniature pyramids. The field is bisected by a row of the pyramids. Clear out this section of the field before heading back to the landing to the south.

**Tip:** Snipe as much as you can from the relative safety of the miniature-pyramid formations.



Now head west to find a second locked gate. Pass through it to access another section of the field bisected by the pyramids. Clear out all Mummies in the area, as well as their generators, then wind south. Unlock a gate to the west to battle Mummies for a small cache of Crystals and Keys. Now continue south to the face of a two-tiered temple.



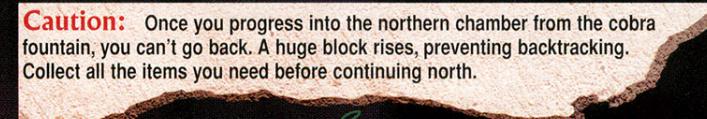
Passageways split east and west from the temple face. Cut first to the west, clearing out all enemies and gathering Crystals in a small alcove. Head back to the temple, climbing an easy-to-miss ramp on the left side of the temple face. Be wary of Kamikazes. Collect an Invisibility power-up on the top of the temple, then return to ground level. Concealed by the power-up, press eastward until you arrive before a locked gate protecting a switch (7). Flipping the switch lowers a wall to the south.



Beyond the lowered wall is large chamber that winds west. Clear out the chamber, finding a switch (8) behind a row of short statues to the south. The switch lowers a long section of wall to the west, allowing you to progress to a new chamber. Climb a ramp in the west to reach a raised platform. Cleanse the platform of enemies, then activate a switch (9) to the west to lower another section of wall. Collect a Rapid Fire power-up in the corner of the platform before progressing westward.



You enter a large plaza dominated by a fountain to the west, water spouting from a carved stone cobra head. Clear the enemies around the fountain, then turn south and pass through a locked gate. Ascend a ramp to reach a circular platform swarming with deadly Vipers. Squash them underfoot, then move to a switch (10) in the center of the platform. It lowers a huge block to the north. To the west is an easy-to-miss target switch (11). Activate it to lower another wall to the northeast, then head back down the ramp to the north and reenter the fountain plaza.



**Caution:** Once you progress into the northern chamber from the cobra fountain, you can't go back. A huge block rises, preventing backtracking. Collect all the items you need before continuing north.



A northward passage is now open. Don't head north just yet; instead turn east and backtrack a bit. Beyond a pair of ramps, you find a small alcove, which you opened with a switch. Clear the alcove, then collect a small cache of Crystals. Now return to the fountain plaza and continue into the northern passage, passing through a locked gate.



You enter a chamber filled with Mummies and Pit Vipers. Press northward through a narrow passage protected by a pair of locked gates. You discover a small, oddly-shaped chamber with bars on its northwestern side. *Don't flip the switch (12) in the chamber's center.* Instead, fire through the bars, taking out an Archer and a Bomber while waking a sleeping Sand Golem. From behind the safety of the bars, take out the Golem, peppering it with withering fire. When the Golem falls, trigger the switch (12) to lower the bars, then proceed to a floor trigger (14) in the chamber beyond. The trigger lowers a gate leading to a pair of Crystals to the north.

**Caution:** Don't open the Chest near the floor trigger (14). Inside is a bomb which, when detonated, awakens Red Death. Opening the Chest wastes both a Potion and a Key.



Head for a locked gate to the north, then continue down a ramp into fog-filled passages. Go south to collect a pair of Crystals behind a now-lowered wall, then turn north. The passage winds east, where a locked gate blocks your path. Pass through the gate to engage a Desert General. No sooner has the General fallen than a Sand Golem trundles your way.

Retreat to the south, hammering the Golem from a distance until it collapses. Now investigate the area that the General and the Golem were protecting.

A switch (13) to the east lowers a nearby wall. Continue east, exploring every tributary passage to the south. Battle through hordes of Mummies and Pit Vipers to reach the exit portal. Pillage the treasure scattered about the portal, then return to Sumner's Tower.



## Genie's Sanctum

### Goal

Shard

### Enemies

Genie

Phantom Djinn

### Legend Item Needed

Lamp of Dark Obstruction

## Walkthrough



Before battling the mighty Genie, collect the Lamp of Dark Obstruction. It casts a thick black cloud that encircles the Genie, temporarily blinding him. The blind Genie will randomly strike out, not targeting anyone in particular.

The Genie has a particular vulnerability to light-based attacks. The Light Amulet, Rapid Fire, and 3-Way Shot power-ups are extremely useful, so bring them with you if you have the funds.

### Genie Attacks

#### Eye Beam



The Genie casts a deadly red beam from its one great eye. This attack can only target one character at a time.

#### Arching Eye Beam



The Genie can dilute the power of its eye beam attack, and scatter it across a wider area. Although not as deadly as a standard eye beam attack, the arching eye beam is much harder to dodge and can damage several characters simultaneously. The only defense is to run to the lowest tier of the Sanctum and let the beam pass harmlessly overhead.

#### Cyclone



The Genie casts whirlwinds of annihilating energy at any character in the Sanctum. A hero caught up in a cyclone will be horribly damaged, stunned, and immobilized. Luckily, the cyclone attack is slow moving and easy to dodge.

## Summon Phantom Djinn



At the end of every Cyclone attack, the Genie will summon Phantom Djinn, miniature versions of the great Genie. They are spawned from a whirlwind that acts as their generator. Although the Djinn aren't particularly vicious, they severely limit your movement, allowing the Genie to nail you with its best attacks.

## Crumbling Sanctum



The Genie can also cause the roof of his Sanctum to collapse, sending huge pillars of rock and debris falling on top of your heroes. If you see the Genie raise its hands above its head, run!

## Spirit Blade



When you are in the inner tier of the Sanctum, the Genie's weapon of choice is the spirit blade. These huge blades can slice through your heroes' most stalwart defenses, causing horrific damage. If you stay far enough away from the Genie, however, it will not use this attack.

## Battle Strategies



If you retrieved the Lamp of Dark Obstruction, the character that holds the Lamp will cast it at the Genie when combat begins. A thick cloud forms around the Genie, momentarily preventing it from aiming ranged attacks. Hammer the Genie during this time, hitting it with everything from Turbo attacks to ranged fire. Run behind it for most of your attacks. Although the Genie can't see, it will attack randomly in the direction it is facing.



Soon, the effects of the Lamp fade and the Genie can target you directly. Stay mobile, pausing for only a few seconds to attack before running again. Eye beams and cyclones rocket your way. Keep moving and you should be able to avoid them. If you hear the sickly whine of the arcing eye beam, dart to the lower tier of the Sanctum to avoid its effects, then leave quickly to avoid the spirit blades.



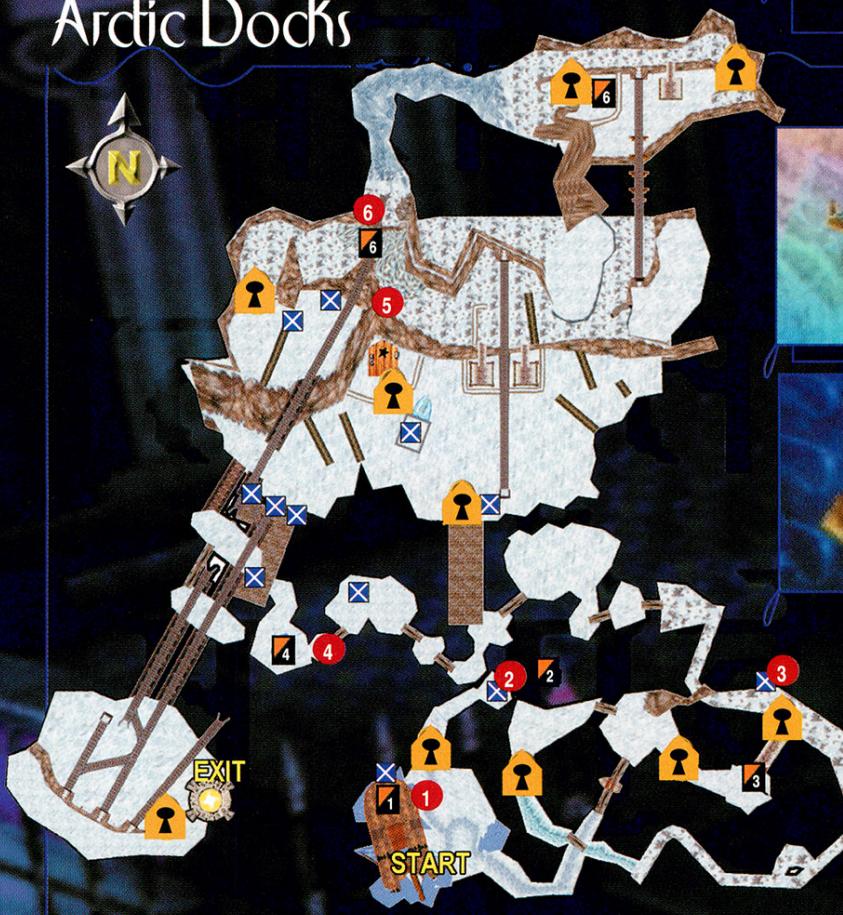
Keep running and firing, using Magic to clear the legions of Phantom Djinn that the Genie summons to impede your movement. Stay mobile, hammer the Genie with unrelenting waves of fire, and the Genie will crumble. Collect the Gold coins that are thrown from his body as he falls.



# Ice Domain

The Ice Domain presents you with a whole new batch of challenges. In addition to the Grunts and Generals you have faced in the past, you must also traverse winding mountain ledges and treacherous rail car tracks.

## Arctic Docks



### Legend

- Trigger
- ◆ Locked Gate
- Elevator Raising
- Shootable Wall
- Secret Room

### Goals

- Golden Icon
- Secret Stage Access

### Enemies

- Arctic General
- Black Death
- Grisly Bear
- Lion Gargoyle
- Miner Archers
- Miner Bombers
- Miner Kamikaze
- Mutated Miner
- Red Death
- Snow Wolves

## Walkthrough



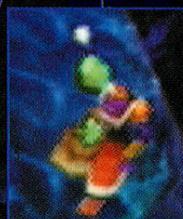
### Mutated Miner

Mutated Miners are the former resident workers of the Ice Domain who mined the area's most precious resource—Crystals. Skorne's corrupting influence twisted these once hearty workers. Miners swarm your heroes, moving so they can attack from several angles at once. Keep your distance; Miners can only attack you within close combat range.



### Miner Archer

Miner Archers are much like Archers you have faced in previous realms, but they inflict more damage and fire at a much higher rate. Instead of using arrows, Miner Archers use razor-sharp pieces of ice. Archers often flee from you as they fire, hiding behind waves of Mutated Miners.



### Miner Bomber

Miner Bombers are similar to the Bombers in previous levels, but they have a better range and rate of fire.



### Miner Kamikaze

Miner Kamikazes are similar to the Kamikazes in levels past. They cause both explosive and stun damage, blasting your characters back as they inflict horrific wounds. Miner Kamikazes are especially zealous and fast.



### Snow Wolf

Snow Wolves are the ankle biters of the Ice Domain. They pour out from their subterranean dens at a startling rate, often overwhelming an unwary hero. Snow wolves come in two varieties—the smaller Blue one and the larger Red one.



## Arctic General

Arctic Generals are much like the Generals in levels past—deadly, fast, and devious. They can sense when you will use your Turbo attack, often deflecting your most potent offensives. Try to battle Arctic Generals where you have enough room to dodge and evade them.



## Grisly Bear

The Grisly Bear is the mutation of the Ice Domain's once-peaceful polar bear, its white fur now stained with blood. The Grisly Bear is the Ice Domain's version of the Golems you have faced before. The Bears don't pursue you as voraciously as Golems, but they are less likely to get caught up on obstructions.

**Tip:** Bring a few extra Keys with you. There is a cache of Chests and treasure at the level's end for those with the Keys to collect it.

You begin near the bow of a wrecked cargo ship. Head north to the ship's stern, destroying Mutated Miners as you go. On a slightly higher deck is an Arctic General. Pepper him with ranged fire, then fall back to the south, giving yourself more room to battle. When you slay the General, head back to the stern deck, then proceed down a staircase leading south. To avoid Death, *don't break the Barrel at the base of the stairs*—yet.



**Caution:** Don't use a Potion against this first General. Black Death lies in a nearby Barrel, and the Potion may awaken him prematurely.



Using only conventional attacks, battle your way off the wrecked ship, heading down an ice ramp to the east to reach the mainland. Cut through a massive collection of Mutated Miners on your way to a switch (1) set into the side of the hull of the wrecked ship. This switch raises a Barrel containing an Anti-Death Halo back on the stern deck of the wreck. Make your way back to the Halo, then smash the Barrel you previously ignored beside the stairs. Black Death is inside. With the protection of the Halo, you should receive at least one complete level of Experience from the encounter.

Make your way back to the snow-covered mainland. A locked gate lies to the north, and an icy trail on the mainland's south side lies to the east. Take the passage to the north. You'll see a tiny floating berg, topped by a Chest and spire of ice. Destroy the spire to reveal a floor trigger (2). This trigger connects a small block of ice with a larger berg later in the level. Collect the Thunder Hammer in the Chest, then return to the wreck and take the eastern passage.



**Tip:** From the small berg-containing switch (2), shoot at a Lion Gargoyle on a nearby island.

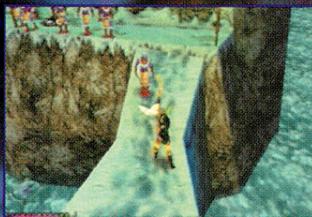
**Tip:** Blast apart many of the Arctic Dock's ice spires to reveal switches, items, and other goodies.



Wind east then north as the icy path turns. Move from snow-topped landing to landing, crossing over a small rowboat that is a makeshift bridge. When you reach a landing with exits to the east and west, chose the eastern path. Clear out the Miners, collecting a variety of Crystals. There are Items and Crystals on a ledge above you, but you can't reach them yet. Now head west, returning to the split of paths.



Take the western path to discover a raging Lion Gargoyle. Nail the beast with everything you've got, dancing back to the east to avoid attack. When the Gargoyle is down, investigate the landing, then continue west through a locked gate. Make your way along a series of small floating icebergs connected by wooden planks.



You reach a ledge cut into an icy cliff face. The ledge winds north, then east—follow it, taking out numerous Miner and Snow Wolf generators. Eventually, you reach a locked gate to the south. Pass by it, continuing a few steps to the west to find a rock in the middle of the path. Fire a few shots to the west of that rock to reveal a secret alcove containing a switch (3) and a Key. Trigger the switch to raise an icy platform beyond the locked gate. Now go back and access the gate you just passed.



Beyond the gate is a catwalk protected by an Arctic General. Retreat east up the ledge, taking the General out at range. Then return to the catwalk to investigate the icy platform raised by the switch. Collect the goodies, then continue west along the ledges. You eventually come to a huge ice ramp descending from the mountain ledge. Follow it, taking out small hordes of Miners.



The ramp leads to a long series of icebergs connected by plank bridges. Follow these bridges west, destroying Miners and Archers until you reach a switch (4). Flip the switch to raise a huge landing out of the water. Use this new landing to continue northward to a large wooden dock.

**Note:** Take special note of the patch of green snow on this landing. Periodically, a car full of dangerous chemicals falls from the sky to land on this spot.

**Tip:** When you first reach the docks, take a few shots at the south side of a huge pile of Crates to discover a secret alcove with a Black Crystal inside. Several other Crystals are hidden in Crates throughout the Arctic Docks. Crack them open to find out which Crates yield rewards.



Head north on the dock, cutting through a row of Crates blocking your path as the docks meet the mainland. A Lion Gargoyle and a contingent of Miners greet you there. Fall back onto the docks, eliminating all of the enemies at range. Continue north through a series of wooden barricades. Avoid rail cars falling from a cliff above.



When you reach another huge pile of Crates, turn your attention northward to find a Grisly Bear behind a locked gate. Unlock the gate and engage the beast, falling back to a large pile of Crates to the south. With room to maneuver, take the Bear out, then move to the area it was guarding. You find a secret stage portal to the Docks, where you can unlock the Ogre secret character.



When you are finished with the secret stage, head south past an enormous pile of Crates to discover a long row of Crates ending near a locked gate. Move to the east side of the row of Crates and take a few shots to find a secret passage behind the locked gate. Inside is an easy-to-miss switch beside the gate. Flip it to raise a nearby boat. Clear the dock beyond the gate and collect a small batch of Crystals

and other goodies before heading east from the dock to discover a massive

**Note:** You can shoot rail cars to destroy them.

A huge system of rails runs up the hillside to the north, and a rail car rolls down the tracks. Continue east from the tracks and work through another wooden barricade. Collect the Crystals and items scattered among the barricades, then return to the tracks. Climb up the tracks heading north to reach a new landing above.



At the new landing, you are peppered by Bomber fire from a pair of towers to the east and west. Eliminate the Bombers as you get off the tracks. Colliding with the rail cars causes serious damage. Clear the landing of enemy forces, then go west to discover a switch (5) that raises a Golden Lion's Claw into a tower floor later in the level. Now head east, wading through more Miners on your way to another rail line.



Here you find a lumbering General guarding the ravine that leads to the second rail line. Dispatch him from a distance with a Turbo attack before he knows you're there. With the General down, continue to the new rail line. Rush south down the track, arriving at a new landing. Clear the landing, then press eastward, ascending a short ice ramp. Stay mobile—a Bomber in a tower above pelt you with explosives.

**Caution:** Beware of a Chest near the base of the Bomber tower. Red Death is inside.



Climb the ramp and pass through a locked gate, ascending an enormous snowy incline. About halfway up the incline is a group of low-level Miners. They protect a gangway to a locked tower. Cut through the defenders and access the tower to collect a Golden Lion's Claw. With the Icon in hand, continue up the incline to find a translucent ice bridge, bristling with enemies. Continue south along the ice bridge until you reach a switch (6) that raises a missing section of track.



With the section of track restored, follow the rails south across a huge crevice. You reach a huge landing with several destructible Crates and fragile ice spires to shatter. Clear the landing and investigate to the east. Pass through the locked gate there, collecting Crystals and slaying Miners. Return to the track and continue south.



You travel across a long series of double and triple track lines spanning snow-topped plateaus. Press southward, picking up an Electric Shield power-up on the last plateau. With the Electric Shield in hand, rush southward and engage every enemy on the congested landing. Carefully cross the tracks and head east to the exit portal. If you have saved a few Keys, open a locked gate to the south to find a large cash of Gold, Gems, and Crystals. Collect them, then return to Sumner's Tower.

## Frozen Camps





## Walkthrough



take out the General with a Turbo attack before he knows you are there.

Flip a switch (2) inside the cage to open the northern gate. Head east, through a field filled with tall ice spires. Make your way to the south side of the field, where you find an easy-to-miss ramp leading to rail tracks. Follow the tracks west for a few steps, then descend a ramp into an enemy-ridden valley.



another large metal cage. This switch lowers a gate to the north.

**Caution:** Beware of the falling rail cars near the bottom of the ice column lift.

Just beyond the northern gate is a switch (8) set into the ice wall. Flip it to lower a platform near the base of the ice columns behind. The platform bears a Golden Lion's Claw. Now continue north, past a giant piece of machinery, and into an enemy camp. Pass through a locked gate to the south to face the Lion Gargoyle you've been listening to. There is plenty of room to battle the beast on the valley floor—let it come to you.

**Tip:** As you pass the machinery to the north, a Grisly Bear tries to get you from across an icy stream. Use a ranged attack to destroy the bear before it can harm you.

You begin on an enclosed landing surrounded by high-level Miners. Toast the Miners, then progress eastward down a steep decline. Cross over an arching ice bridge and engage a group of Miners on the other side. Move on to a switch (1) in front of a huge metal cage. Flipping the switch opens the gate to that cage, freeing a General. Creep up slowly and you can



You remain on the upper tier of a two-tiered valley. A Lion Gargoyle rages on the lower tier. Take a few pot shots from the higher landing, but concentrate on clearing the area of Miners and Wolves. Press westward to find a switch (12) that raises an ice column to the north, and allows you to continue to the valley floor. From there, head northeast, where a switch (9) sits beside



When the Gargoyle falls, investigate the south side of the valley. A snow-covered wall switch (3) opens an ice gate and grants you access to switch (4). Trigger it to raise a small ramp later in the level.

Now check the valley's north side. A ramp with a switch (5) at its base leads to a huge piece of mining machinery. Flip the switch to clear your way to the top of the machine, then ascend the ramp, annihilating enemies. On the north side of the machine is a floor trigger (6) in front of a giant burner. The trigger rotates an upper portion of the machine, opening an alcove. Climb the ramp and access the alcove to flip another switch (7). The switch raises a Runestone on top of the machine. Climb the rest of the way to the top and collect the Runestone.



Now move to the east side of the giant machine to find a rail track. Hop on the track and head north to a huge landing full of enemies. Among them is a Grisly Bear. Fall back to the east, firing as you go. When the beast falls, press westward, battling high-level Miners and Generals. With the landing cleansed, follow the only westward-bound rail track to a new landing (Map B).

**Note:** There are signal lights along the tracks. Green lights indicate that the track you are following leads to the exit portal. Red lights indicate a dead end, or that you are moving away from the exit portal.

Move west along the tracks until you find a large landing, brimming with Miners. Clear the area, then flip the nearby switch (13) to lower a platform supporting a Black Crystal. Now pass through the locked gate to the south to enter a small ice grotto. The grotto runs west to a ramp that reaches another small landing. From the landing, turn east to find a winding trail that leads to a glowing lift marker (18).



Stepping on the lift marker raises a transparent ice bridge. Climb the ice bridge to enter a snow-covered canyon with enemies perched on the cliffside above. Press westward through light resistance, and follow the canyon as it turns north. You come across a locked gate to a western passage. Pass through the gate, coming to a rail track on a higher landing. Follow the track eastward and away from the landing as the track turns southward. Soon the track you are on runs parallel with another southbound line. Hop on that line and follow it as it turns south.



**Tip:** Move to the north side of the rail bridge support beams to battle a General. Afterward, cut through the support beams nearby to access a switch (17) that raises a Chest to the north. In the Chest is a Drumstick.

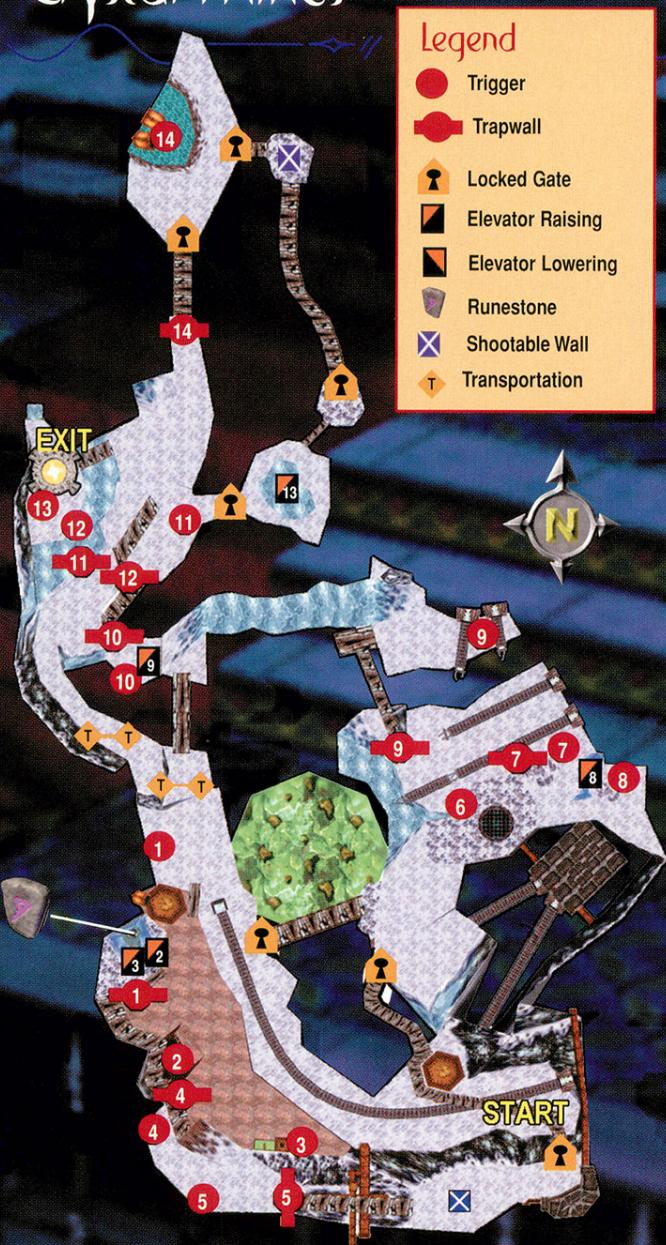


The track reaches a four-way intersection, with tracks running north, south, east, and west. Take the southbound tracks until you come to a Miner-guarded landing. Clear the landing, flipping a wall switch (14) to raise a section of track to the east. Now head back to the four-way intersection, this time taking the east-bound line. Follow the tracks as they arc slowly to the west, eventually coming to another landing.



Clear the landing of all Miners, then move south to access a southeastern-bound track. Follow this track as it twists over the valley below. You arrive at another landing with a switch (15) set into the cliff face. This switch raises a platform to the west, connecting the landing where you stand with a nearby rail track. Battle through the Miners nearby, then follow the newly-revealed track to the south. You quickly reach a final landing swarming with low-level Miners. Work your way to a wall switch (16) that lowers an ice wall protecting the exit portal. After a quick sweep of the area to look for goodies, return to Sumner's Tower.

## Crystal Mines



You begin in a shallow canyon, and Snow Wolves and Ice Worms almost immediately assault you. Clear out the area, then move west, following the rail track without actually walking on it so you can avoid the cars. Pass a locked gate to the east, and follow the line until it ends. You come to switch that lowers a tub of raw ore. Hop on the tub to be transported out of the canyon.



On this upper level you find Snow Wolves and Ice Worms galore. Battle through to a switch (1) set into the western cliff face. This switch lowers a transparent iceberg to the south and grants access to new portions of the map. Now head south and down a ramp to a landing. Continue southward to find another ramp leading to a tiny pit. A General patrols there. Defeat the beast, then make your way into the pit to trigger a wall switch (2). This switch raises a platform to the north. Now move up and out of the pit, exploring the extreme east end of the landing. There you find another wall switch (3). Trigger it to raise a Runestone to the north.

### Ice Worm



Ice Worms are enormous carnivores that move through snow and ice like fish move through water. The largest Ice Worms can spew razor-sharp ice Crystals, impaling your heroes at range. Ice Worms come in three colors—the smaller Violet worms, the larger Light Blue worms, and the enormous Dark Blue worms.





After triggering all of the switches on this landing, proceed up an ice ramp to the south to reach a massive ledge. Two wall switches (4 and 5) sit to the south and east, opening gates on the sides of the ledge. Flip the switches, then progress north along a wooden catwalk to reach a massive waterfall containing the Runestone.

With the Runestone in hand, backtrack, this time working your way south to the enormous ledge, then east through a newly-opened gate. After crossing a short wooden walkway, you arrive at a snow-covered landing protected by the largest Ice Worms. Defeat them, then proceed east to a floor switch that lowers a nearby lift. Ascend the cliff face using the lift, then proceed north through a locked gate.



You reach a landing dominated by a large circular metal grate. Press east to ascend an ice ramp and flip a switch (8) at the top. This switch lowers a great ice wall and allows you to proceed westward. Trigger another wall switch (7) a few steps away, then ascend an adjoining land ramp.



A General greets you at the top of the ramp. Defeat him quickly, then proceed west to trigger a switch between two rail tracks. This switch raises a lift that you can use to reach a lower ledge. From the lower ledge, head north to collect an Anti-Death Halo, then south to trigger a floor switch (6). This switch opens a gate to the west, granting access to a long catwalk. At the end of the catwalk, open the only Chest to drain a level from Black Death.

Now turn your attention eastward and engage a mass of Ice Worms and a Lion Gargoyle. Use Magic and Turbo attacks to eliminate them, then buffet the area with ranged fire to finish off the stragglers. Explore the landing the Gargoyle was protecting. To the east is a switch (9), again set between two short rail tracks. Flip it to lower an ice spire to the west and reveal another floor trigger (10). When you've finished exploring, turn west and head across an immense ice bridge.

On the other side of the ice bridge, turn south and cross some rotted planks.



A long and winding catwalk lies before you, snaking northwest. At the end of the catwalk is another locked gate protecting an icy landing. Pass through the gate and head for a switch a few feet ahead. It lowers a lift that raises you to an even higher landing—and about a dozen Ice Worms. Use your Magic to clear the area, then proceed up a ramp to the east.

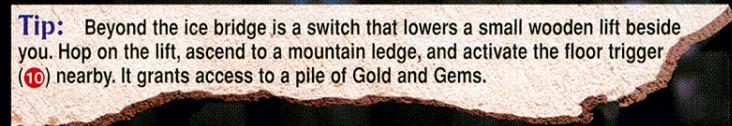


A General greets you at the top of the ramp. Defeat him quickly, then proceed west to trigger a switch between two rail tracks. This switch raises a lift that you can use to reach a lower ledge. From the lower ledge, head north to collect an Anti-Death Halo, then south to trigger a floor switch (6). This switch opens a gate to the west, granting access to a long catwalk. At the end of the catwalk, open the only Chest to drain a level from Black Death.



There is a collection of transporters on the south side of the bridge. Make your way from ledge to ledge by way of the transporters. At the uppermost ledge, head northwest up a snowy mountain pass.

You find a switch-and-lift combo at the top of the mountain pass. Ignore it for



**Tip:** Beyond the ice bridge is a switch that lowers a small wooden lift beside you. Hop on the lift, ascend to a mountain ledge, and activate a floor trigger (10) nearby. It grants access to a pile of Gold and Gems.

now, continuing north along a wooden bridge to reach a wall switch (11) that lowers an ice gate on the ledge above you. Now head back to the lift, ascending to the upper ledge. Pass through the newly opened ice gate and activate a nearby switch (12), as well as one to the north (13). Switch 12 lowers a nearby gate, and 13 opens access to a Golden Lion's Claw to the east.



With your path clear, go north across a second wooden bridge. Pass through a locked gate to enter a heavily-guarded island, dominated by a crystal-blue pool in the middle. Battle to a Golden Lion's Claw at the center. You can retrieve it if you triggered switch 13. Now head north to a tiny landing. Pass through the locked gate to the north, then make your way across a long, winding wooden bridge.

Across the bridge, you find another tiny landing. Clear the area of enemies, then press westward to a large island. A sunken pool sits in this island's center. This raises a lift from within the sunken pool, allowing you to descend into it. The pool is filled with Snow Wolves. Take them out, then move to a switch (14) that opens a locked gate to the south. Climb out of the pool and head south through a locked gate.

Cross another wooden plank bridge, then move south to engage your last challenge of the level—a Lion Gargoyle. You have plenty of room to maneuver here—toast the beast, then proceed southwest



**Tip:** An Electric Breath power-up sits to the north of the Gargoyle, giving you a potent weapon against this final guardian.



across a small bridge to reach the landing containing the exit portal. Collect a full Barrel of Gold behind the exit portal, then return to Sumner's Tower.

# Erupting Fissure

**Goals**  
Golden Icons  
Legend Item

**Enemies**  
Arctic General  
Grisly Bear  
Lion Gargoyle  
Miner Archers  
Miner Bombers  
Miner Kamikaze  
Mutated Miner  
Red Death  
Snow Wolves

You begin in a small canyon with Snow Wolves nipping at your heels. Take them out, then proceed east to a fork in the trail. Take the left path to avoid wasting Keys. Cross a small plank bridge, then continue east. You soon find a small bridge connecting the two parallel paths. Head right across the bridge, then continue east to a large landing.

Head northeast to a ramp, where you quickly find a switch set into the cliff face. Trigger it to lower a platform bearing a Rapid Fire power-up to the south in the landing below. Collect the power-up, then return to the ramp, this time continuing south along a trail cut into the cliff face. Make your way across a steam shaft, eliminating Bombers and Snow Wolves as you go. Find a wooden ramp winding down the cliff face, as well as a locked gate to the west. Save the Key and make your way down the wooden ramp to the valley below.

Head southwest, passing through a locked gate to a lower landing. From the landing, head northwest to a fork in the path. Take the ascending ramp and cross a small plank bridge. Cut east as the trail turns, taking your best shot at a patrolling General before he notices you. When he drops, turn your attention northward, peppering the wall with ranged fire. A secret wall falls away, revealing a narrow trail snaking eastward.

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Find a switch (1) that lowers a platform to your immediate right. Additionally, another switch (2) is revealed. Trigger that switch to raise a platform to the east. It supports yet another switch (3) and a Golden Lion's Claw. Collect the Claw and trigger the switch to lower a pedestal holding the Lamp of Dark Obstruction. Now head back east to the fork in the trail. This time, take the descending ramp, and continue west.

Run through a steaming river and a locked gate to the northwest. A Lion Gargoyle waits there. Fall back to the steaming river, and take the Gargoyle apart at range. When the Gargoyle falls, make your way to the ice cave that it was guarding. Inside is the Lamp of Dark Obstruction.



You arrive at a series of wooden landings connected by long bridges. Move from bridge to bridge, working your way westward. When the bridges connect with land, turn north, battling through hordes of low-level Miners. When you near a locked door, look to the left to grab a Fire Shield power-up. With the power-up in hand, head through the locked gate, cutting west through the heart of an enemy camp. With the camp destroyed, head northeast to discover a series of wooden ramps heading down.

There's a Lion Gargoyle at the bottom of the ramps. You don't have much room to maneuver here, so eliminate the Gargoyle as quickly as possible, hitting it with Turbo attacks and using Potions. When it falls, go northward up to a high landing. Then follow a series of descending ramps to the east. Head south as the landscape turns, passing through a locked gate and up an ice ramp.



With the Lamp in hand, head south from the ice cave. The pathway soon splits, one trail heading southeast across a steaming river, the other heading due south. Take the southern path, passing a large pool of glowing molten lava. Follow this path south through large groups of low-level Miners. When the trail ends, turn west and pass through a locked gate.



You come to a Crystal-processing yard. Clear the area of enemies, then proceed left to find a ramp leading to a raised wooden walkway. Follow the walkway as it winds west, eventually leading to a snow-topped landing. Head south from the landing, down a long wooden bridge. You come to another enemy camp with raw mined Crystals stacked in tall piles to the southwest.



Move to a bridge south of the enemy camp, and down a long series of wooden landings. Descend to a canyon floor where a locked gate blocks your path. Pass through the gate, ready for battle—a Grisly Bear awaits. Do as much damage as you can from the wooden ramp, falling back when the Bear gets too close. When the Bear falls, move in to investigate the area it protected. Switch (4) sits just to the west beside a drainage grate. It lowers a wall to the north, with both Wolves and goodies behind it.



After collecting the goodies behind the lowered wall, turn your attention east.

A switch (5) raises a lift, allowing you to descend to a lower level of the canyon.

When you are deeper in the canyon, head east to find a wall switch (7) that opens a gate to the north. Flip the switch and backtrack to search out a glowing lift marker.

Step on this platform to be lowered into

the bowels of the canyon, where Mutated Miners wait.



Now head north, through a now-open gate and into the heart of the Crystal-mining operation. Ascend a ramp leading into a glowing green open pit mine, then descend a ramp to the east. Continue south, battling through a large group of enemies before reaching the exit portal.



## Yeti's Cavern



Goal  
Shard

Enemy  
Yeti

Legend Item Needed  
Parchment of Fire

Before you battle the Yeti, retrieve the Parchment of Fire from the Haunted Cemetery in the Forsaken Province. The Parchment creates a wall of fire that will temporarily protect your heroes from the Yeti's ice attacks.

The Yeti is particularly vulnerable to fire-based attacks. Use a Fire Amulet, supplemented by 3-Way Shot and Rapid Fire power-ups. Invisibility and Phoenix Familiar power-ups are also useful, so get them if you have the funds. The battle with the Yeti is long and difficult, so double or triple up on power-ups.

## Walkthrough

## Yeti Attacks

## Snowballs



The Yeti can form balls of snow from the moisture in the air. Once formed, the Yeti can hurl the snowballs at a single character, inflicting terrible damage. If you see a snowball forming in the Yeti's hands, move. The Yeti almost always throws the ball at the position you occupied when he first created it.

## Shockwave

By leaping high into the air, the Yeti creates a shockwave with the force of his landing. The shockwave rockets from the Yeti in a wide arc, inflicting severe damage on all unprotected characters.

To protect you hero from the shockwave, hide behind one of the ice shards from the Yeti's shard of ice attack. The ice shards absorb the damage, and are shattered in the process.



## Falling Ice



By striking the side of the cave, the Yeti releases huge boulders of ice from the cavern ceiling. The balls are so powerful that they shatter anything they come in contact with—be it an ice shard or the bones of a hero.

When you see the Yeti strike the side of the cavern, simply move. The falling ice hits the position you occupied when the attack began.

## Shard of Ice



By striking the ground with his mighty fist, the Yeti causes razor-sharp shards of ice to burst from the ground. The shards can impale a character and impede movement later in the battle.

Fortunately, you can use ice shards to your advantage by hiding behind them. The shards absorb damage in lieu of the character that hides behind them. The shards can only absorb the damage from one attack before they shatter.

## Frosty Breath



When a hero moves into close combat range, the Yeti uses a special attack. The Yeti can bellow an ice-cold mist in a wide arc, damaging and stunning any hero within range.

Dart into close combat range with the Yeti, but don't stay there. You will be hammered if you linger.

## Battle Strategy



When you enter the Yeti's Cavern, the fire scroll icon rises above the hero that retrieved it. A firewall rises between the Yeti and your heroes, temporarily blocking the Yeti's ice attacks. During this time, hammer the Yeti with potent combinations of slow and fast ranged attacks. Save your Turbo attacks for when the wall of fire has fallen away.



When the firewall falls, the Yeti unleashes the full force of his attacks. He starts by hurling snowballs in rapid succession. As you run from side to side to avoid the projectiles, the Yeti often follows up with his ice shard attack. Stay mobile, stopping only long enough to fire two or three quick shots or one slow one.



As the Yeti takes damage, his attacks become more ferocious. Snowballs and falling ice come hurtling at your heroes at a much greater speed. If you are injured or stunned by one of the Yeti's attacks, a second and third often follow immediately to hit you while you're down. Get moving again as quickly as possible. Use old ice shards as protection from the Yeti's

projectile attacks. Also, back up to give yourself more time to react to the faster attack speed.



If you took advantage of the Parchment of Fire and stayed mobile after the Parchment burned out, the Yeti will succumb to your attacks before you fall to his. When the beast collapses, collect the Gold and Silver coins that fly from his body. You automatically gain his Shard.



# Dream Realm

The Dream Realm is a mysterious freak show filled with the fantastic, horrifying, and sublime. Manically giggling Imps litter the landscape, and disembodied hands writhe beneath your feet. In later levels, even the ground can betray you, spinning and twisting.



## Imp Archer

Imp Archers the most deadly ranged combatants you have faced. They combine unearthly speed with pinpoint accuracy. Imp Archers are such a threat you should target them before other enemies. If you don't eliminate them early, Imp Archers retreat to safety behind their larger brethren.

# Carnival of the Lost

## Goals

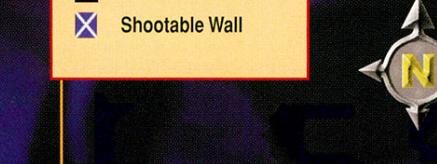
Golden Icons

## Enemies

Dream General  
Imp  
Imp Archers  
Imp Bombers  
Imp Kamikaze  
Lion Gargoyle  
Red Death  
Severed Hand  
Shadow Golem

## Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall



## Walkthrough



### Imp

Imps bound from swirling vortexes of light that are their generators. Imps rush at you with maniacal intensity, ripping through your best defenses. Even high-level Imps are generated at a horrific rate. Keep

your distance, destroying their generators, then turning your attention to the Imps.





## Imp Bomber

Imp Bombers are similar to Bombers you have faced in the past, with two major exceptions. First, they inflict significantly more damage than standard Bombers. Second, they have the ability to lead a hero with a thrown bomb: Imps will throw a bomb ahead of a character so that the hero runs into the explosion. Take these winged beasts out at range before they have a chance to inflict serious damage.



## Imp Kamikaze

Sheer desperation and hunger for destruction make Imp Kamikazes the most deadly you have faced. Their tiny wings pump frantically, rocketing them across the landscape toward your heroes. Often, by the time you hear them scream, it is too late.



## Severed Hand

Severed Hands drag themselves toward you by digging their gnarled fingers into the earth. These monstrosities are as disturbing to behold as they are difficult to battle. Severed Hands come in two varieties—the small, pale green, and the larger violet-blue variety. Both generate quickly from small music boxes.



## Dream General

Dream Generals look like giant blue Imps. Don't let the Generals' jolly hue fool you—these creatures are as deadly as they come. Although the Dream General is more durable and deadly than other Generals you have encountered, this one behaves much the same way.



## Shadow Golem

Shadow Golems are the epitome of the hulking brute. These Golems often hide, patiently stalking their prey until the unwise or unwary stray too close. Then, with unearthly speed and power, Shadow Golems attack, rending the flesh of even the most stalwart hero.

Give these beasts a wide berth, never engaging them in close combat. Instead, exploit the weakness of all Golems—their poor maneuverability. With the Shadow Golem caught up on an obstacle, dispatch the beast in relative safety.



You begin on the south end of a freakish carnival, with Severed Hands and Death relentlessly moving toward you. Clear the area with a Potion, then move northward, ready for battle. You pass into a series of stalls, each with its own twisted game. Archers fire at you from stalls to the north and south. Take them out, then proceed west, squashing the Severed Hands.

Wind your way around an enormous cage containing hungry high-level Imps. Pass through a locked gate to the north and shred anything in the cage. Now make your way south into a series of wagons. Inside the first wagon is a switch (1) that lowers a small bridge to the north. Press northward, triggering a second switch (2), which also drops a bridge. Pass through a nearby locked gate to the east, and battle your way through another Imp-filled cage.



Once through the cage, turn northeast and head straight into an immense red-and-white-striped big top. Inside is a legion of Imps led by a Shadow Golem. Retreat to the doorway you came through, pelting the Golem. Don't let the Golem get you into a corner. When the Golem falls, make your way north and out of the tent.



Outside the tent is a long dirt path winding through the rear of the carnival. The path leads to a twisted carousel with wooden horses moving in a circle. Hop onto the carousel, moving clockwise with the horses. Don't touch anything inside the carousel—the horses cause severe damage and stun you momentarily. Following the horses, you quickly come to an exit on the west side of the carousel.



Climb up a short wooden ramp to reach a rickety roller coaster. A car passes periodically, causing serious damage to anything in the way. Between roller coaster cars, rush north up the tracks, stopping at a small landing to wait for the car to pass. Continue up the tracks until you reach a switch (3). Pass it by for now, running north to discover a Ferris wheel. There is a

Complete Meal in the Ferris wheel car. Chow down, then return to the switch (3).

Flip it, return to the Ferris wheel, and progress east.

**Note:** Destroy the roller coaster cars with a few quick shots.



The Ferris wheel turns, planting you on a lower set of tracks. Eliminate the Bomber on a nearby landing, then go down the tracks. The tracks end beside a switch (5). Flip the switch to raise the entire track to a higher level. Now make your way back to the Ferris wheel to discover another switch (4) on a narrow gangway. Flip it to change the position of the Ferris wheel again.

With all of the switches flipped, walk down the roller coaster tracks, careful of Kamikazes. You pass a switch (7) that you can't reach yet. Continue north on the tracks until you reach the ticket booth. On the east side of the ticket booth is a switch (6). Flip it to lower a gate later in the level, then pass through a locked gate to the south.



Down a wooden ramp is a Lion Gargoyle. You don't have much room to maneuver, so rush up the ramp you just came down. Take the beast out at range, then proceed south into the area it guarded. You pass a stall on stilts. Pass by it for now, proceeding into the large red-and-white circus tent. Pass through the tent to find a spinning target with a switch (8) beside it. The switch lowers a platform to the north containing another switch.

**Tip:** Inside the circus tent, near the northeastern exit, is a Pojo power-up.

Go through the tent and flip the newly revealed switch (7). It opens the final gate on the stall you passed earlier. Inside is a Chest full of Gems. Collect your treasure, then proceed south through the tent again, turning south down a dirt path outside. Battle through a horde of floating Imps to engage a Dream General. Take him down quickly with your best shots, then wind west, into the big top.



## Nightmare Grounds

**Goals**  
Golden Icons  
Legend Item

**Enemies**  
Black Death  
Dream General  
Imp  
Imp Archers  
Imp Bombers  
Imp Kamikaze  
Lion Gargoyle  
Red Death  
Severed Hand  
Shadow Golem

### Legend

- Trigger
- Trapwall
- ▲ Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall
- Q Legend Item

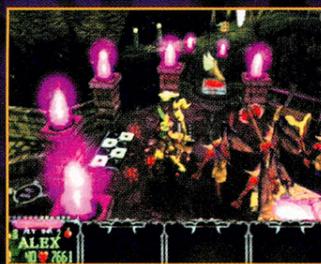


## Walkthrough



You begin on a raised walkway, and a ramp before you leads south. Follow the ramp, clearing out the numerous Imps and Hands. When the coast is clear, move to the base of the walkway you just descended, and activate a floor trigger (1). The trigger raises a platform holding a Chest to your walkway. Collect a 3-Way Shot power-up from the Chest, then descend a ramp to the west, making your way to a lower landing.

The lower landing is crawling with Imps. Plow the road with the help of your 3-Way Shot power-up, then head to the east side of the plateau. Take a few shots at the plateau face to reveal a secret alcove containing a floor trigger (2). The trigger lowers a Ham in a Chest to your immediate south. Make a quick snack of it, then hurry south across an arching stone bridge. Be careful of Kamikazes as you cross.



Across the stone bridge is an island covered in high-level Imps. Kamikazes rush you from bridges to the east and west. Clear the island, then progress west, where a Shadow Golem waits. Retreat east along the bridge, giving yourself room to maneuver. With distance between you, take apart the Golem before it has a chance to hurt you. Don't stay too close to the western island. You will be in range of a row of Bombers who will pelt you mercilessly with deadly explosives.

With the Golem defeated, rush the island it was guarding. Clear away the Imps and Bombers, then move west to activate a floor trigger (3). It lowers a pedestal containing an Extra Speed power-up to the east. Return quickly and collect the power-up, activating another floor trigger (4). This moves a floating earthen platform so it connects with the western island. Return to the west, this time descending a short wooden ramp to a landing below.



Unfortunately, the earthen platform bears another General. With the increased rate of fire from the Extra Speed power-up, take out the General from a distance. When you have subdued the lower landing, head north and take a ride on the earthen platform. It drops you off on a landing to the east. Head south along this long and narrow stretch of land.



Continuing south, you encounter a strange raised walkway with a carpeted staircase leading to the top. Atop the walkway is another earthen platform. Hop on board to fly east. You connect with a second landing, which has a wooden ramp leading south ahead of you. Climb the ramp to engage another Dream General and his Imp cronies.

Climb ramps until you come face to face with another Dream General. If you creep up slowly, you can catch the General unaware, dropping him with a single Turbo attack. With all enemies eliminated, pass through a locked gate on the island's highest landing. Inside the gated area is a beautiful fountain, with a floor trigger (7) on the southern side. The trigger raises a pair of bridges to the east, joining three separate islands as one.



With the islands connected, head east across an arching stone bridge. Head north, then cut west when you reach the second of two raised bridges. As you battle westward, different sections of the trail rise, allowing you to continue. You quickly reach a landing congested with low-level Imps. Use a Potion to clear the landing, then activate a floor switch (5) by the base of a statue. The switch lowers a nearby pedestal, granting access to a Potion and a switch (6). This switch opens a pair of locked gates to the east, allowing you to progress to the final island.



A Lion Gargoyle guards the final island. Head north to engage the Gargoyle as soon as you can. You want as much room between you and the beast as possible. The longer you wait, the closer it creeps. When the Gargoyle falls, head north along the bridge it was guarding. Take out the Kamikaze there, then pass through a locked gate to access the island.



A Dream General waits on the island. Nail him with your best Turbo attack. On the lowest part of a three-tiered landing is a floor trigger (9). The trigger lowers a Key Ring on the top tier. Ascend a ramp to the east, collecting the numerous Keys and the Shrink Enemy power-up in a Chest.

When you grab the Shrink Enemy power-up, rush south as fast as you can. Pass a ramp ascending to the east, and go south until you encounter a shrunken Shadow Golem. Battle the beast, then turn your attention to the cliff face north of where you encountered the Shadow Golem. A few shots reveal a secret alcove containing a Chest and a trigger (8). Activate the trigger to lower another Key Ring. But do not open the Chest!





With Keys in hand, make your way up the ramp you recently passed, and enter the locked gate at the top. Use a Potion to dispel the enemies on this landing, including Black Death. Continue east until you reach an eerie Haunted House. On the front porch is the Lantern of Revelation, but you can't reach it yet. Head south to face your next challenge.



On the breezeway is a floor trigger (11) that raises a small ramp to the north. Turn and ascend this new ramp and activate another floor switch (12). It raises another switch (13) a few feet to the south. This final switch lowers a lift, which transports you to the upper levels of the Haunted House.

A General awaits you beyond a narrow walkway to the south. Fall back to the north, hammering the General with your best Turbo attack. When you've defeated the General, press southward, ignoring various ramps for now. Instead, continue southward to find a floor trigger (15) that opens the gate to the exit portal. Head back a few steps and ascend the southernmost ramp to access the Haunted House's side breezeway.



On the upper levels, proceed northward, taking shots at the face of the house when the balcony ends suddenly. Your shots reveal a hidden passage. Activate a floor switch (10) on your way into the passage to lower a Golden Lion's Claw to the ground. Within the secret passage is a switch (14) that raises a small platform, allowing you to progress northward. Finally, cut through a section of rotten wood to access the Lantern of Revelation. Collect it, then go back the way you came, collecting the Golden Lion's Claw before returning to Sumner's Tower.



## Haunted House



## Walkthrough



### Warlock

Warlocks crawl from beyond the looking glass. Any mirrored surface can act as a conduit for Warlocks. Being only partially real, Warlocks can phase into invisibility, allowing them to attack heroes without revealing themselves. The most powerful of Warlocks can project balls of energy from range, inflicting tremendous damage from great distances.



You begin surrounded by debris and Warlocks. Destroy an oblong mirror that acts as their generator, then turn your attention eastward and cut through a wall of debris. Wind east, then turn west to follow the twisting corridors. You come to a decimated library, the unruly spirits casting books across the room. Warlocks dominate the chamber as well. Hack through

the Warlocks, moving to the northwest corner of the library to discover a swinging bookcase. Flip the switch (2) beyond the bookcase to lower another section of the library to the south.

To the south you find that a section of bookcase has slid into the floor, revealing a floor trigger (3). Activate it to raise a long bookcase to the west. Move west and into an alcove to trigger another switch (4), which lowers a final bookcase. Collect a Potion, then move to the east side of the library to trigger another switch (5). It grants you access to the remaining portion of the Haunted House.



Wind northeast through bookshelves, wooden planks, and other debris. When you see a floor trigger (6) in a small alcove, cut through a rotten wood wall to access it, raising a platform to the east. With the platform in place, twist your way to a switch (7) to the south. This switch raises a walkway and another switch (8) to the immediate west. Use them both to

access a southern landing. From there, cut through another rotten wall to proceed.

Work eastward through waves of high-level Warlocks. You soon come face to face with a patrolling General. This can be a tough fight. Hit the General with your Turbo attack, then with ranged fire. With the General down, continue east, heading for the south side of a destroyed kitchen. Activate the switch you find there.



The switch raises a bookcase, allowing you to proceed north through a makeshift dining room. Work through the twisting corridors and pass through a locked gate as you continue northward. After pressing through the gate, lay a round of fire on the northern walls to reveal a secret alcove. Trigger a switch (12) inside the alcove to raise a platform within a collapsed staircase to the west.

**Caution:** There is a floor trigger (10) directly south of the staircase. Don't touch it—it removes a platform from the collapsed staircase.



Now press southward, toward a wall switch (11) protected by a Dream General. You have more room to battle here, so use the maneuverability to your advantage. When the General is down, activate the switch he was guarding to raise another section of the collapsed staircase. This newly raised section contains a switch (13). Trigger it to raise a platform to the west, spanning a great chasm in the floor.

Now press westward, battling Warlocks and Severed Hands. Beyond the enemies is an ornately decorated landing dominated by a pipe organ. On the organ's left side is a floor trigger (15) that raises a key section of the collapsed staircase.

With that switch triggered, ascend the staircase. A Shadow Golem meets you on a landing. This beast is easy to deal with. Simply go back down the steps, activating the floor trigger (10) at the base to lower a section of the staircase and hang up the Golem. Ascend the staircase when the Golem has fallen.



The chambers beyond the staircase are a jumble of dry rot and debris. Work your way through the destroyed rooms, cutting through the fallen timbers whenever your progress is hindered. You quickly come to a wall switch (16) set into a northern wall. Trigger it to lower a wall to the east. Use the lowered wall to access a

sister switch (17) to the east. This switch raises an Invulnerability power-up in a large hall to the west. Cut through debris to reach it.



Protected by the Invulnerability power-up, work east, up stairs and through heavy resistance. Pass through a locked gate at the top of the stairs, pressing eastward into a sleeping chamber. Wind south down a narrow corridor, then east where a Golden Lion's Claw sits in the center of a bed. Take a few shots at the nightstand near the foot of the bed to reveal a floor trigger (19) that raises a bed to the north. Under that bed is another floor trigger (20). Activate it to lower the Lion's Claw from its perch.



**Note:** Once you explore the sleeping chamber, you are trapped on the second floor.



With Lion's Claw in hand, rush south, turning east with a long corridor that leads to a catwalk. Trigger a switch (21) to lower sections of the catwalk into place. Cross the catwalk to enter a section of cinderblock and rebar. Head north to trigger a switch (27) in the northeastern corner of the room. Then wind east, activating a wall switch (22), which grants you access to a floor trigger (23). Activate the remaining switches through 29 in sequence, each switch granting access to more of the area. After you have triggered switch 28 you can access a secret stage portal and take your shot at Pojo's Henhouse to unlock the Hyena secret character.

**Tip:** After passing through the wall lowered by switch 29, cut south to discover an Anti-Death Halo in a Barrel. Collect it—Red Death waits just ahead.

After sequentially triggering all the switches in the area, flip switch 29 to lower a wall to the west. Head westward until you reach a switch (30) on a concrete landing. The switch lowers a lift that raises you to a passageway leading north. Follow the passage. Use a Potion to dispel Red Death if you didn't collect an Anti-Death Halo. Now press northward into the attic of the Haunted House.



Clear the first landing, activating a switch (31) hidden by a destructible Crate. It raises a small bridge to a secondary landing. Cleanse this landing as you did the first, triggering another switch (32) on the east side. The switch raises another small bridge, granting you access to a third landing and another switch (33). Flip it, raising a platform to the south. Backtrack, flipping another switch (34) to raise yet another platform. This platform contains the level's final switch (35). Trigger it to raise a platform to the north containing the exit portal.

## Nightmare

### Legend

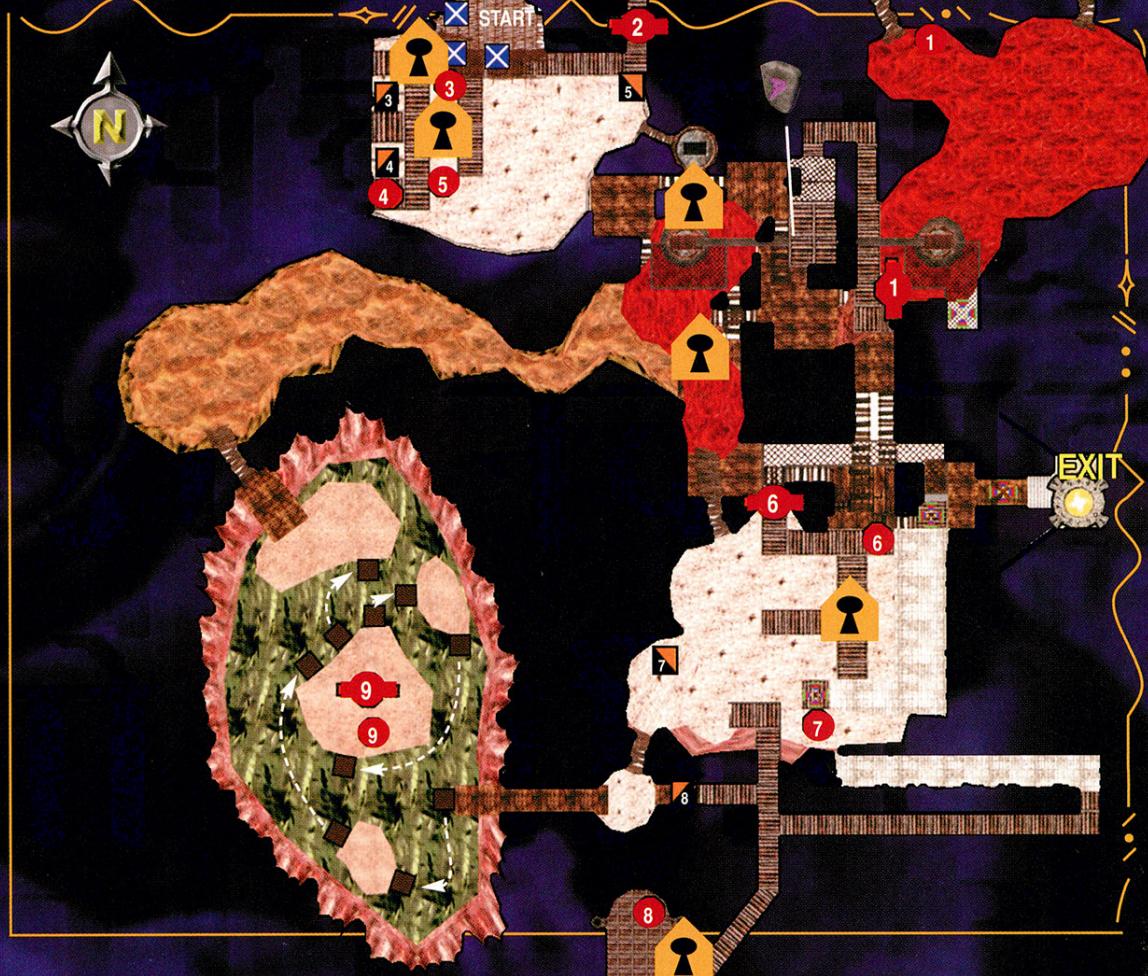
- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall
- Runestone

### Goals

- Golden Icons
- Runestone

### Enemies

- Black Death
- Dream Generals
- Imp
- Imp Archers
- Imp Bombers
- Imp Kamikaze
- Lion Gargoyle
- Red Death
- Severed Hand
- Shadow Golem



## Walkthrough



You begin on a floating platform, looking down on a large gaping set of teeth. Turn west and cut through a portion of the wooden wall separating the platforms. Clear the area of enemies, then open a Chest in the secret area to find an Anti-Death Halo. Protected by the Halo, proceed north into the grinning maw. The teeth open to reveal Black Death—drain it for an extra level of Experience. Now move down

the gullet pathway to the north, careful of Bombers and Kamikazes.

Almost everything about this next chamber looks organic. Scout east to find a General patrolling on a plank-and-rope bridge. Hammer the General with your best Turbo attack, then cut north to collect a Turbo Boost power-up. Now proceed east to encounter a Lion Gargoyle. Hammer this beast from a distance—you have plenty of space. When the Gargoyle falls, head south down another plank-and-rope bridge.



Move to a southern landing. Clear away any enemies you find, then use a plank-and-rope bridge to the south to connect to a red landing. A pair of Kamikazes awaits, so progress carefully. When you reach the landing, clear it quickly. You can attract the attention of another Gargoyle at any moment. With the landing cleansed, turn your attention to the Lion Gargoyle to the west. This area is a little more congested, but you should have enough room.

When you have dispatched the Gargoyle, investigate the landing it guarded to find a switch (1). This switch lowers a gate around an enormous piston to the south. Make your way southward and hop atop the piston when it is in a down stroke. You are quickly lifted to a metal catwalk overhead. Wind along the catwalk, then ascend by lift to a higher level. Once off the lift, proceed slowly. You encounter a Dream General, and there isn't much room to maneuver up here, so take out the big fella early with a Turbo attack. When your path is clear, collect the nearby Runestone, then return to the red landing.



This time, take a plank-and-rope bridge that connects with the northwest corner of the red landing. You arrive on a smaller landing crowded with explosive boxes. Take them out at range, then flip the nearby switch (2) to slow a spinning fan blade a few feet to the west. Time your movement with the fan blades and progress southward. When you come to a split in the path, ignore the locked gate (5) near the base of the ramp. This lowers a Thunder Hammer power-up from an air vent to the east. Now head through the locked gate to the north of switch (5). Another switch (3) raises a platform above.



Now rush back up the ramp and through the previously ignored locked gate to the east. Inside, a Golden Lion's Claw sits beside a switch. Collect the Claw, but leave the switch untouched. Now rush to the landing below and collect the Thunder Hammer. Don't concentrate so much on destroying Imps as on getting the Hammer. It will take care of the Imp problem for you. Continue east from the landing, and pass through a locked gate to the south.

**Tip:** Ride this piston to a catwalk above, and get a Rapid Fire power-up.



Run headlong into another mammoth piston. Use the Thunder Hammer to clear the area, then head south across a plank-and-rope bridge. Arrive at a congested landing. Systematically clear the deck, then head east up a ramp. Pass through a locked gate, then engage a patrolling General. Take your shots, letting him come to you. When he gets too close, retreat down the stairs.

**Tip:** If you are running out of Keys, check around the pair of pumps on the landing below.



With the General gone, flip the switch (6) he was guarding to slow a fan blade to the north. Now hop through the blade, working your way around a catwalk until you reach a lift that will carry you to a higher level. From there proceed south, flipping a nearby switch and collecting the Levitate power-up and Key the switch grants you access to. Wind forward to reach a series of traps. The Levitate power-up makes you immune to the spike traps in the floor, but there are air duct traps too. Stay left to avoid getting pushed into a rotating spiked bar on the south side of the walkway.

After the trapped walkway, move south to a split in the gangway. Take the path to the north, descending to another organic-looking landing. Move east around the gangway to trigger a switch (7). This switch lowers a Chest to the west. Now backtrack, heading south and passing through a locked gate. A Shadow Golem rises from the ground to oppose you. Retreat down the catwalk you just came up and pepper the beast with ranged fire until it falls. Then return to the landing it protected and activate a switch (8).



**Tip:** From the three-way landing, if you have already flipped switch (7), head north and collect a useful Rapid Fire power-up.



Make your way north up the catwalks until you reach a partial passage to the west. Although it looks like the path is incomplete, if you have flipped switch (8), a platform rises to meet you. Decimate the enemy forces protecting a three-way landing, then choose the western path. You reach a large grayish-green lake of sludge. Follow the wooden dock to the end. The end of the dock transports you to an island to the west.



Move to the wooden platform on the north side of this small island. You are transported to an adjacent island, this one much larger. Attached to the island is a pair of departure docks. Pass by the first dock and hop on the second, easternmost dock to get to a small isle to the east. Collect the treasures there, then take a ride on another departure dock to the south.

After a long ride, you arrive on the south side of the green lake's largest island. Flip the area's only switch (9) and advance through a newly opened wall. Now hop on the departure dock you skipped last time you were on this island. You are transported to a landing to the north.

From the landing, move north to a sickening vista. Long rows of intestine-like tubes roll up from the ground and back in again. Clear the landing and press eastward, following the long lines of organic tubing. You eventually come to a landing protected by a General. Target one of the explosive boxes on the landing to take a bite out of the General, then drop him with a few well-placed shots.



Descend a series of wood plank walkways to reach a free-floating landing. There are two walkways leading from this landing—take the western path. Wind down the walkways until you reach another split. This time the passages head east and south. Dart east for a quick reward, then continue north. Travel from landing to landing, eventually coming to a lift. Hop on to be whisked all the way to the exit portal.

**Tip:** Stand on the northwest corner of the lift as it ascends to the exit portal. In this position, you will capture a Potion suspended in midair.

### Goals

Golden Icons  
Runestone

### Enemies

Black Death  
Dream Generals  
Imp Archers  
Imp Bombers  
Imp Kamikaze  
Red Death  
Severed Hands  
Shadow Golem  
Warlocks

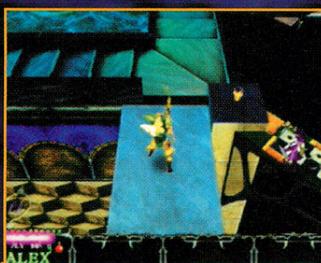
### Legend

- Trigger
- Trapwall
- ▲ Locked Gate
- Elevator Lowering
- Elevator Raising
- ◆ Runestone

## Maze of Illusion



## Walkthrough



You begin on a floating platform, which quickly connects to a square arrangement of stairs. A Shrink Enemy power-up beckons to your right as Imp Archers and Warlocks converge. Collect the power-up, then quickly move northeast along a narrow walkway. Dispatch any enemies you encounter and flip the switch (1) to lower a Golden Icon later in the level. Now rush back to the stairs.

**Tip:** As a scroll in the southeast corner will tell you, dare to walk where no path is found. Attempt to move into midair. Once you reveal a section of walkway, it remains visible.



Head for the southeast corner of the arrangement of stairs. A miniature Dream General patrols here. Squash him flat, then turn your attention to the platform that he was guarding. Although the platform seems to end abruptly, to the southwest is an Imp Archer shooting at you from midair. Move toward him, and a new section of pathway will magically be revealed. Continue to explore to the southwest.

When you reach a stream of water flowing into a hexagonal fountain, press west to discover a path that leads to a switch (2). This switch lowers a Runestone to the east. You can collect it later. For now, make your way east and then north, following a winding series of pathways that lead to an ascending southern ramp. From there, battle through Warlocks to reach a switch that raises a section of a walkway to the west.

**Tip:** To the east of switch (2) is a wall switch. When you find and trigger it, a walkway is dropped to your immediate east. Move along the pathway for a formidable battle. You'll receive a Pineapple for your efforts.



The pathway arcs north, connecting with a landing that contains two switches. Switch (3) lowers a column to the northeast, and the other switch raises a path to the immediate north. Make your way north once the switches are triggered, battling your way back to the square arrangement of steps.

Now pass to the southwest along a newly-opened narrow walkway. Defeat a small group of Warlocks, then collect a Golden Lion's Claw. Icon in hand, head back to the square arrangement of steps, making your way to the northeast corner. A new pathway is open to you, granting access to a switch. This switch raises a new landing to the north. Clear the landing, then trigger another switch to raise a new section of pathway.



Ascend a set of steps in this new area, then wind around a narrow walkway leading west. The walkway bends north then east, connecting to a new landing. When you reach the landing, cut west to reach a glowing lift marker that acts as a switch. When you step on this marker, the entire scene rotates on its axis, presenting you with a new set of walkways. A rolling black marble walkway snakes south. Use it to reach a new landing. Clear the area of any enemies, then proceed north to initiate another rotation of the map.



Progress north along a winding pathway, taking out a Dream General on a free-floating platform. Collect the Gold Invulnerability power-up the General drops. Protected by the power-up, rush east, engaging the Warlocks and Severed Hands there. After defeating the Warlocks, find a pair of switches. Trigger the southwestern switch to raise a walkway, connecting you to a southwestern landing.



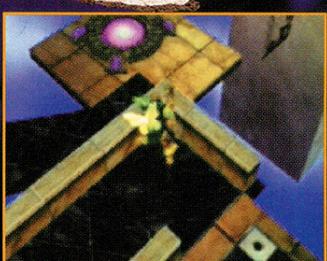
A Shadow Golem waits there. Defeat him, then investigate the landing. Flip switch (4) on the landing to lower a column adjacent to the square arrangement of steps. Now make your way back to the northeastern landing and trigger the other switch to raise a walkway to the south. This new walkway connects to a landing guarded by vigilant Warlocks. Battle toward a switch that raises another section of walkway, which allows you to return to the square arrangement of steps.

**Tip:** Don't open the pair of Chests you find on the Warlock-filled landing. One holds Junk, the other a bomb.



Once you return to the steps, cut northeast down a newly opened passage, and battle to a valuable Chest. Then head to the northwest corner of the arrangement of steps. There you find a small pathway leading to an important switch (5). Flip it to lower a column to the southeast, revealing the Runestone you saw earlier. Collect the Runestone, then return to the northeastern pathway, pressing west to be transported to a new section of the maze.

**Caution:** After lowering the column to gain access to the Runestone, do not move onto the glowing lift marker. You will be whisked away leaving the Runestone behind.



Head down a set of steps to explore a huge system of flowing aqueducts. Make your way south to reach another lift marker on the far side of the aqueducts. This lift marker initiates another map rotation. Once the map settles, descend a set of stairs heading north. Traverse a short bridge over the aqueducts, then ascend a long flight of stairs heading west.





You reach a landing littered with spike traps. Work your way north then east along a series of narrow pathways. You eventually reach another lift marker. Before triggering it, look to the north to see a free-floating switch. Move north, stepping out into the air to reach the switch. Triggering it moves a landing to the east, connecting it to the platform where you stand. On the new landing, find a Complete Meal in a

Chest, and a floor trigger (6) that grants you access to a Golden Lion's Claw later in the level. Unfortunately, Red Death guards this landing. Use your Magic to dispel him, then activate the floor switch.

Move to the lift marker, and trigger it to initiate another scene rotation. When the scene settles, you are facing a new landing. Fight across the landing, then head north down a stairway. At the base of the stairway are Severed Hands and Warlocks galore. Use your Magic to clear the area, then head west.



You reach a series of locked gates. Pass through them with your Keys, then collect a Key Ring after you clear the first gate. Past the second gate is a switch that automatically triggers as you pass. Ascend an eastern stairway to reach yet another lift marker. The marker triggers another scene rotation.

When the scene settles, you stand before a new landing, and a staircase descends to your right. Move forward, squashing Severed Hands. Don't make any ranged attacks against the Hands—only engage them in close combat because a statue of Black Death is behind the hands, and you don't want to chance waking Death. Move to a nearby Chest to retrieve an Anti-Death Halo, then it's safe to awaken Black Death for an extra level of Experience. Head south down the staircase.



Follow the narrow walkways eastward. As you move, the entire scene spins wildly, giving you a sense of vertigo. When the scene settles, you are among the clouds. Move quickly up the narrow walkways, triggering a switch as you pass to rotate the scene one more time. Make your way north until you reach a lift marker. If you have flipped all switches as recommended, a Golden Lion's Claw waits near-



by. With the Claw in hand, activate the lift marker. It rotates the map yet again. Go west down a ramp to reach the exit portal.

## Wraith's Haunt

### Goal

Shard

### Enemy

Shadow Wraith

### Legend Item Needed

Lantern of Revelation

## Walkthrough



Before facing the Wraith, retrieve the Lantern of Revelation from the Haunted Grounds. It casts out iridescent beams as it rises, laying a wall of protective light between the Wraith and your heroes. Any of the Wraith's phantom attacks are destroyed when they enter the light, damaging the Wraith.

The Wraith is vulnerable to light-based attacks. Therefore, use a Light Amulet, supplemented by 3-Way Shot and Rapid Fire power-ups. The battle with the Shadow Wraith is long and difficult, so double or triple up on power-ups.

## Wraith Attacks

### Mist of Ensnarement



The Wraith can ensnare a single character in a thick, black mist. A hero's movement is severely hampered in the mist, allowing the Wraith to buffet the character with one deadly attack after another. Even when a hero has cleared the mist, it remains in the arena for about 30 seconds.

### Cloak of Shadow



From the Wraith's cloak come a series of dark spikes that can impale several heroes at once. This attack often comes after the Wraith uses the mist of ensnarement. There is little way to avoid this attack completely. However, if you stay mobile, the Wraith often launches his cloak of shadow at where you were instead of where you are.

### Tendril of Darkness



The Wraith casts shadows of dark energy that severely injure and stun a single character.



## Spinning Blades



When heroes move in for close combat, the Wraith is ready for them. While the Wraith spins at high speed, fragments of his cloak whip out like inky black blades, repeatedly slicing your heroes.

## Phantom Vipers



Rows of snakes pour from the Wraith's body in a wide and deadly arc. Fortunately, they come in waves, allowing you to easily dodge a batch of snakes—if you keep your eyes open.

## Energy Web



The energy web is the Wraith's deadliest attack, often inflicting extreme amounts of damage per strike. The Wraith hurls a green mass of energy at a single character, causing real and stun damage. Keep mobile to sidestep the attack.

## Battle Strategy



If you retrieved the Lantern of Revelation, the player that collected it uses it as combat begins. A shimmering wall of light is erected between the Wraith and your heroes, allowing you several seconds of unanswered fire. The wall of light also severely limits the Wraith's special attacks, such as mists of ensnarement and phantom vipers. Although the Wraith can still use those attacks, they will be unaimed shots, targeting no player in particular.

Eventually, the wall drops, allowing the Wraith to bring its full power against you. When this happens, start moving. Move, fire, then move again, never staying more than a couple of seconds in one place. Also, alternate between long-ranged and closer attacks. It typically takes the Wraith a shot or two to adjust to your distance, allowing you to escape his most deadly attacks.



If you stay mobile, pepper the Wraith with a combination of standard and Turbo attacks, and play patiently, eventually the Wraith will fall. Collect the Gold coins that come spinning from its body as a reward for your efforts.



Turbo attacks are particularly effective against the Wraith. A Turbo Boost power-up sits at the base of the Wraith. Hit the Wraith early, then grab the power-up and hit it again. While using your Turbo attacks, you are invulnerable to all Wraith attacks.



# The Final Battle

## Desecrated Temple



After defeating the vile guardians of the eight realms and collecting their Shards, the stained glass window that acts as doorway to the Desecrated Temple is reassembled. You can now pass through a portal at the base of the window and enter the Desecrated Temple. After braving the dangers of the Temple, you will have an opportunity to face the physical manifestation of Skorne before his Altar. Only after defeating the demon here can you pursue Skorne into the Underworld and banish his evil forever.

### Goal

Legend Item

### Enemies

Imps  
Mutated Miner  
Red Death  
Toxic Grunts  
Zombie Grunts

### Legend

● Trigger	☒ Shootable Wall
● Trapwall	☒ Legend Item
☒ Locked Gate	
☒ Elevator Lowering	
☒ Elevator Raising	

## Walkthrough

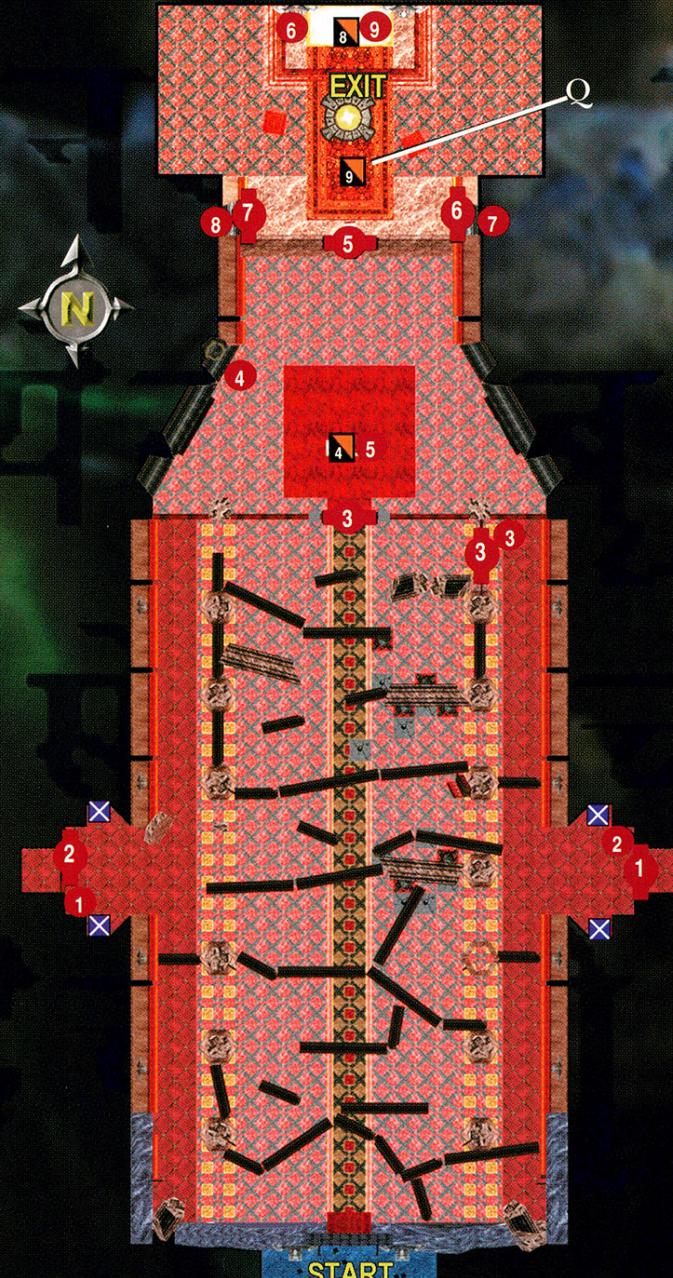
### Monsters of the Desecrated Temple



You face a mish mash of creatures from across the eight realms. Zombies, Imps, and Grunts pour from a new kind of universal generator.

All enemies you face are mid level, being neither the smallest nor the largest of their species. What they lack in power they make up for in numbers. You will be besieged by relentless waves of enemies, often from two sides at once. Bring a full Key Ring and an array of Potions into the Temple.

**Tip:** Carry a full Key Ring into the Desecrated Temple. Chests full of treasure and items abound.



You begin outside the Temple, standing before a large set of double doors. The doors open as you approach them, granting you access to the horrors inside. Clear the foyer of the horde, and destroy the flat purple universal generator. Now turn to the west, winding around one of the Temple's great stone support columns. Move north, then east as you follow the pathway created by the scattered pews.

**Tip:** From the front door of the Temple, turn east and cut through a rotten pew. Behind it are Grunts and a Chest filled with Gems.

# The Final Battle



Pass through the light from a stained glass window, then immediately turn south, pressing through another small horde of Grunts and Imps. Destroy each universal generator before moving on to the next. You can't afford to leave even one of them behind you. With the generator to the south destroyed, head east, following the rows of pews. When you reach the east wall of the Temple, turn north.

**Tip:** Use your Magic to clear out large concentrations of enemies. The tight corridors of the Temple and hordes of enemy troops make Potions the ideal weapons.



secret chambers. Collect the Reflective Shot and Extra Speed power-ups within, then trigger the alcove's only switch (1) to lower a gate in an alcove to the west.

Battle west to find an alcove set into the Temple's western wall. Another dormant statue of Red Death stands in the alcove's center. Engage the small horde of enemies in front of the alcove in close combat so you don't awaken Death with a stray shot. When you have cleared the area, rush behind Death and collect the Anti-Death Halo in a small chamber revealed by switch (1). Red Death will awaken as you pass, so move quickly.

**Tip:** Don't collect any of the power-ups yet. Although the power-ups are extremely helpful in clearing enemies within the Temple, they will be even more beneficial in your battle with Skorne. Clear the Temple of all enemies and retrieve the Soul Savior before returning for the power-ups. Hurry to the exit portal moments after collecting them and the effects of the power-ups will extend into your battle with Skorne.



Replenish yourself by sapping Death of his strength, then turn your attention to the wall of the alcove. Reveal a 3-Way Shot power-up and an Electric Amulet with a few quick shots. Collect the items, then trigger a switch (2) on the alcove's western wall. The switch lowers a wall in the eastern alcove you have already explored, and grants you access to a Rapid Fire power-up.



Now head northward, striding through the beautiful light of three stained glass windows. Make your way east as the path turns. You pass by the Temple's Altar, still locked behind walls and gates to the north. Turn south and work your way through another horde of enemy troops, winding through the rows of pews.



Continue to press southward, following the pews as the trail twists. The pathway soon snakes east, then north. Make your way northward, again walking through the light from a wall of stained glass windows. The passage ends with a switch (3) that lowers a small wall to the west and unlocks the gate to the Altar, but does not open it.



Move westward until you reach the ornately decorated gate guarding the Temple Altar area. It opens automatically as you approach. A small army of mid-level Grunts and Imps wait there. Clear them systematically, pressing toward the northwestern corner of the area, where you find a switch (4). This switch lowers the Altar and reveals an Invisibility power-up and a floor trigger (5). It lowers the northern wall of the Altar area, allowing access to the Temple's final alcove.



Use the Invisibility power-up to destroy the four universal generators in this new area. Death stands at a podium as if preaching to a phantom congregation. Ignore him for now, instead heading to the northwestern corner to find a floor switch (6). It lowers a small rector to the east, allowing access to another switch (7). Flip it, then rush west to find the path to a sister rector.



The switch (8) in this small chamber lowers a dais along the northern wall. Rush to the dais and trigger the final switch (9), lowering a chandelier and revealing the Soul Savior. Grab it, and then proceed through the exit portal to be transported to the Altar of Skorne.

## Altar of Skorne

**Goal**  
Destroy Skorne

**Enemy**  
Skorne

**Legend Item Needed**  
Soul Savior

## Walkthrough



Collect the Soul Savior from the Desecrated Temple before facing Skorne. The Soul Savior will rise up and temporarily protect your heroes from most of Skorne's attacks. This protection provides you with a window of opportunity to weaken the demon before facing his full strength.

This is the first time you have faced a level boss without the benefit of several power-ups. Skorne has no vulnerabilities, and a high resistance to all forms of Magic.

## Skorne Attacks (Desecrated Temple)

**Note:** By focusing his awesome energies inward, Skorne can replenish a small portion of the damage you inflict.

## Acid Attack



Skorne's most common attack is a series of glowing green balls of acid cast from his left-hand Gauntlet. The spheres explode on impact, causing horrific damage and stunning the affected character. Fortunately, the Acid Attack only affects one character at a time.

## Ball Lightning



Ball lightning is much like the acid balls, causing damage and stunning. Ball lightning is cast from Skorne's right-hand Gauntlet.

## Demonic Shockwave



With a roar, Skorne casts out energy in a wide arc, affecting any character in range. Move to the side of Skorne when this attack begins to sidestep damage. If you can't sidestep the attack, block when the shockwave hits you. There is no column or other terrain feature to hide behind. Often, you just have to take the hit.

## Breath of Skorne



Skorne can focus his dark powers through the Mask he wears, producing a powerful breath attack. This attack comes as a tight column of energy, damaging every character in its path. The damage is severe, sometimes as high as 200 points per blast. An affected character is stunned and thrown to the ground.

## Soul Rend



By combining the Magic of his left and right Gauntlets, Skorne can create a powerful explosion of arcane energy. The explosion occurs under the feet of your characters, rolling up through their bodies and causing horrific damage.

When Skorne strikes the plateau you stand on with his armored claw, start moving. The burst of energy occurs where you stood when the attack began, so dart out of the way and avoid damage.

## Armored Claw



Skorne often grabs heroes in his great claw and flails them above his head before casting them down on the hard ground. Massive damage is inflicted by this attack.

## Battle Strategies



If you collected the Soul Savior from the Desecrated Temple, the Legend Item rises over the head of the character that retrieved it. A wall of protective white light is erected between Skorne and your heroes. The light deflects all of Skorne's attacks except his breath weapon. While you're protected, hammer him with a combination of slow and fast attacks, saving your Turbo for later.

**Tip:** Save your Turbo until the Soul Savior wanes. When you use your Turbo attack, you are temporarily invulnerable to all damage. Use this invulnerability like a shield, using your Turbo when you can't avoid Skorne's attacks.



When the Soul Savior runs out, keep mobile, running from one side of the battle arena to the other. You can easily avoid most of Skorne's early attacks if you keep moving. Stop only for a shot or two before continuing your mad dash across the tiny plateau. Your slow attack is more effective here because you often don't have time to stand and launch several quick attacks.



Skorne will try to hammer you with a rapid succession of stunning attacks. Often you are knocked to the ground, only to be thrown down again as you stumble to your feet. If you are stunned, immediately get up and out of the way. The demon will pounce at any sign of weakness.



As you inflict damage on the demon, his attacks come faster. By the time you've reduced Skorne to 25 percent of his original Health, his attacks are nearly continuous. Keep moving, waiting for moments of pause in the demon's assault. Often you must stand and fight, trading shot for shot. This is especially true when Skorne is on the brink of death. Bite the bullet, and finish him off.



When you've destroyed Skorne in the physical realm, he casts off four very useful items; the Mask of Skorne, the Horns of Skorne, and a pair of Gauntlets. Each of these weapons has unique properties, and each player can choose only one. Collect the item of your choice before Sumner recalls you to his tower.

## Skorne Items

Upon defeating Skorne, you will have four items to choose from as a reward for your victory. The items are as follows, from left to right; Gauntlet of Skorne (Acid), Mask of Skorne, Horns of Skorne, Gauntlet of Skorne (Lightning).

### Gauntlets of Skorne



There are two Gauntlets of Skorne, one projecting acid-based attacks, the other lightning-based attacks. The Gauntlet attacks are tremendously potent, causing explosive damage that often injures more than one opponent at a time. If you collect a Gauntlet, it will be used in place of your normal attack. Although deadly, all attacks with the Gauntlet are slow attacks, limiting your rate of fire.

### Mask of Skorne



The Mask of Skorne allows the user to project a focused breath weapon, with much the same effect as Fire or Electric Breath. One shot from the Mask can destroy virtually any creature other than a Golem or a General. If you collect the Mask, it will be used in place of your normal attack. Although deadly, all attacks with the Mask have extremely short range, limiting your ability to target an enemy at a greater distance.

### Horns of Skorne



The effects of the Horns of Skorne are identical to those of the Mask of Skorne. The effects of the Skorne items are not permanent, they wear off after a time, but their power should be sufficient to devastate most of the Underworld.

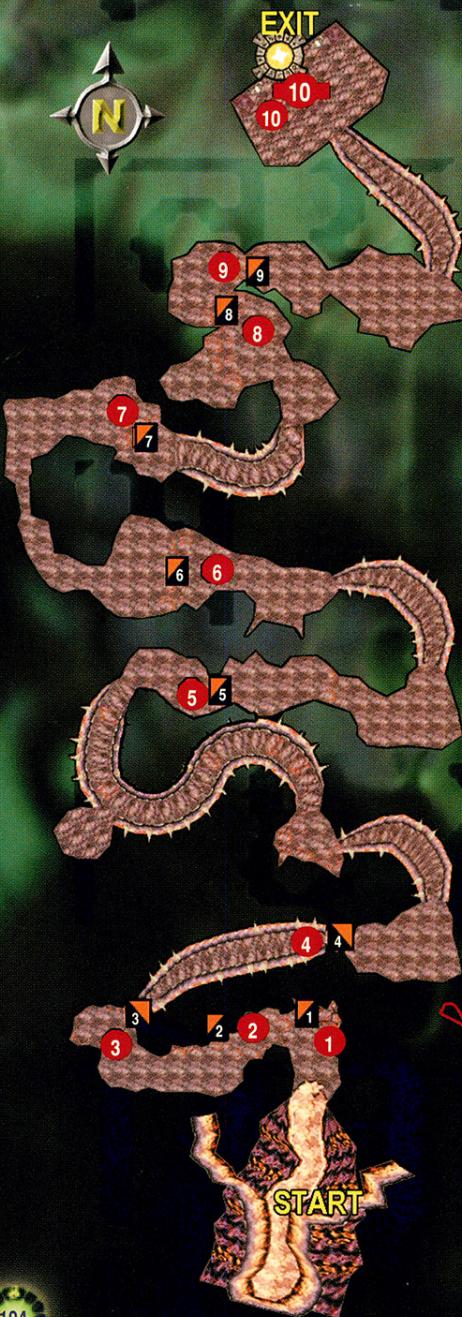
# Underworld



With the evil manifestation of Skorne defeated in physical form, you must now travel to its own realm, the Underworld, to defeat Skorne in its true demon form and banish its evil forever.

To reach the Gates of the Underworld, you must have collected all twelve Runestones from the eight realms. If you have retrieved them, a portal will be opened for you.

## Gates of the Underworld



### Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall

### Goal

Reach the Throne of Skorne

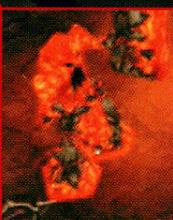
### Enemies

- Fire Golem
- Ghosts
- Red Death
- Red Demons
- Toxin Fiends
- Warlocks

## Walkthrough



You again face universal generators spawning some of the most vicious creatures of the eight realms. Every monster you face is the largest, most deadly of its species. Many possess potent projectile abilities, and others are masters of close combat. A pair of Fire Golems guards the Gates of the Underworld.



### Fire Golem

These hulking beasts are the embodiment of the destructive power Skorne has unleashed on the eight realms. Made of the same dark fires that fuel the forges of the Underworld, Fire Golems can inflict terrible damage. Don't engage these beasts in close combat. Instead, put a healthy distance between you and take them out at range.

**Tip:** Retrieve one of the Skorne Items before attempting to cleanse the Underworld. The Mask of Skorne and the Horns of Skorne are by far the most useful.



You begin on the south end of the Underworld, standing on a thin ribbon of dry land with seas of molten lava pressing from every side. Begin northward, destroying the hordes of Warlocks, Demons, Ghosts, and Toxin Fiends that pour from universal generators. When the path ends, trigger switch 1 to raise a plateau out of the lava. Then progress eastward.



Move a few feet east to find another floor trigger (2). Activate it to progress eastward, steadily mowing down waves of relentless enemies until you come to another floor trigger (3). Activate this trigger, lowering a stone column to the north. With the column down, move northward, following the serpentine landings as you destroy swarms of enemies.

**Tip:** Explore every landing and pathway as you pass through the Gates. Often, there are power-ups on the edges of landings.

**Caution:** Huge balls of lava eject out of the molten pools. Be wary of them as they pass over the landings. They cause serious damage upon contact.



Sharp spiny ridges attached to the landing you cross fall away as you pass. From the gaps in these long rows of spines come large balls of lava. Avoid them as you follow the landing, pressing eastward. When you come to another floor trigger (4), activate it to lower a tall stone column into the molten sea. Proceed over the lowered pillar to make your way farther beyond the Gates.

# The Final Battle



Wind northward, passing below the man-leather banner stretched above the landing. The pathway is congested with generators and the creatures they spawn. The trail twists, eventually snaking east. Follow the path, collecting the Gold Invulnerability power-up. Continue northward. You eventually come to another floor trigger (5). Activate it to raise a platform to the east.

Continue to press forward, battling through ridiculously thick resistance and universal generators. Continue westward until you reach yet another floor trigger (6). Activate it, staying mobile as a platform slowly rises. The landing to the west is filled with Warlocks and Demons, both of which pepper you with long-range fire as you wait for the platform.



Press northward, following the winding passages on your way through the Gates. Sections of the landing will fall away, leaving only a tiny sliver of land left behind on which you must cross. Use a Potion or Turbo attack to clear the area, then continue forward. Turn east as the trail turns, striding across the serpentine landings. When the trail ends, find a nearby floor trigger (7) to raise a platform and continue your journey.



Target generators before you attack the creatures they spawn, making your way methodically northward. Collect a Silver Invulnerability power-up, then trigger the floor switch (8) to the north of it to raise a platform to the north. Battle onto a small plateau to reach another floor trigger (9), which raises a platform to the east. Continue eastward, collecting the many power-ups as you battle the short distance to the final landing.



**Caution:** Once you have set foot on the landing, there is no going back. You must face both Golems on the small ashen landing where you first meet them.



Pass through the man-leather gateway to reach your final challenge—a pair of Fire Golems. Do your best to awaken only one Golem at a time, although this is difficult on such a small landing. If you do awaken both, concentrate on one Golem at a time, shifting your attention to the second only after the first has fallen. Use the large stone block at the center of the landing as an obstacle to catch the Golems on, then take them apart as they trundle into the block. With both Golems defeated, trigger the only switch on the landing (10) to lower a tall gate in front of the exit portal.

**Tip:** One of the Golems gives up a Fire Amulet. Lower the exit portal gate, then collect the Amulet for your battle with Skorne.

## Throne of Skorne

### Walkthrough

There is little you can do to prepare for your battle with Skorne. There is no Legend Item to aid you in your battle, and no opportunity to purchase power-ups, Potions, or food before you face Skorne. The only power-up you have access to is the Fire Amulet you got when you defeated the Fire Golems.

<b>Goal</b>
Destroy Skorne
<b>Enemy</b>
Skorne

### Skorne Attacks (Underworld)

#### Fireball



Skorne's most common attack is balls of fire cast from his giant claws. One fireball after another flies your way with explosive effect. These attacks severely damage your heroes, and also knock them down, stunning them.



#### Essence of Evil

Skorne drives his massive claws into his own flesh and peels back his skin, revealing the essence of evil that makes up his demonic power. These dark energies stun and cause extreme damage to any character exposed to them. To avoid the effects, simply rush to the side as you see Skorne ripping open his flesh.

#### Shards of Skorne



Skorne can cast off shards of his demonic body, buffeting a wide area with razor-sharp spines. This attack affects a wide area, allowing Skorne to target multiple characters at once. Luckily, the attack comes relatively slowly, allowing an alert hero to rush to the side and avoid it.



#### Shockwave

With a roar, Skorne casts out energy in a wide arc, affecting any character in range. You can occasionally sidestep damage if you move to the side of Skorne when this attack begins. Otherwise, block the moment the shockwave hits you. There is no column or terrain feature to hide behind. Often, you just have to take the hit.

#### Breath of Skorne



Skorne draws on the intense heat generated by his demonic form, producing a powerful breath attack. It comes as a tight column of fire, damaging every character in its path. The damage is severe, sometimes as high as 200 points per blast. An affected character is stunned and thrown to the ground.

## Battle Strategy



If you equipped yourself with the Fire Amulet from your battle with the Fire Golems, you have a powerful weapon to use as combat opens. Hammer Skorne with Fire Amulet-enhanced fire, without trying to avoid Skorne's return fire. The effects of the Fire Amulet are short-lived, so don't waste them running side to side. Skorne's attacks are relatively light as the battle opens, minimizing the amount of damage you will take.



When the effects of the Fire Amulet have worn off, run! Keep mobile, rushing from side to side as you stop to take one or two shots at Skorne before running again. There is more room to maneuver in the Throne of Skorne than inside the Desecrated Temple. You can often avoid the effects of both the shockwave and shards of Skorne attacks by running for the corners of the battle arena.



The Underworld Skorne lacks the raw durability of the Skorne you battled within the Desecrated Temple, but he makes up for it with his ferocious attacks. The more damage Skorne takes, the faster he attacks. This is especially true when the demon is on the verge of collapse. Then, his attacks become nearly continuous. You have to stand and take the hits to finish the demon off. Magic is



nearly useless, so hammer the beast with a combination of standard ranged attacks and your best Turbo combinations.

If you stay mobile, use the corners for cover, and utilize the Fire Amulet as you open the battle, Skorne will fall. When the demon collapses, retrieve the Gold coins that sail from his body as it crumbles to dust.

## Battlefield



With Skorne defeated and banished forever, your heroes return to Sumner's Tower for a well-deserved celebration. Unknown to them, the tattered body of Garm, the evil wizard who foolishly loosed Skorne into the eight realms, clings to life within Skorne's throne room. With the last of his strength, Garm touches a piece of Skorne's broken body, absorbing its power. Garm then reaches for another piece, then another, voraciously consuming the final vestige of energy from the demon's shattered form. With a roar of anguish and a thirst for vengeance, Garm is reborn.

Drawing on the dark evil of the demon that imprisoned him, Garm raises undead warriors, and casts them into the eight realms to ravage the land anew. As the heroes arrive at the Tower, Sumner tells them of the great evil that has again befallen the land. Even as Sumner speaks, hordes of the undead besiege his Tower. Sumner uses the last of his Magic and creates a portal into the Battlefield Realm where Garm is. With the portal created, Sumner sets the heroes on a final quest—to confront and destroy the evil wizard Garm and the darkness that has corrupted him.

If you have collected 28 Lion's Claws, you can progress to a trio of portals leading to the Battlefield levels. The first of these levels—Battle Trenches—will be open.



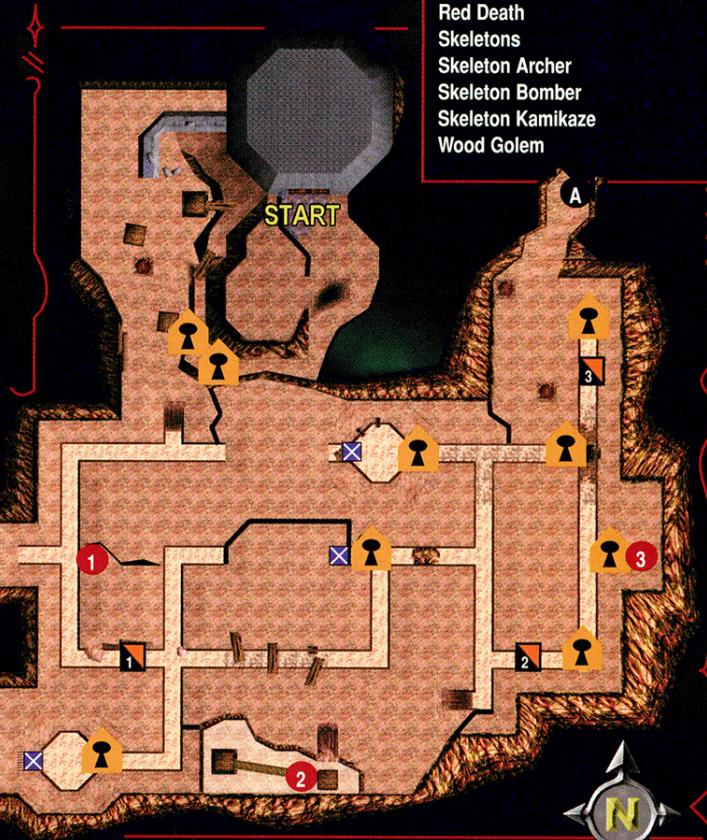
### Goal

Reach the Fortified Towers

### Enemies

Battlefield General  
Black Death  
Hell Hounds  
Red Death  
Skeletons  
Skeleton Archer  
Skeleton Bomber  
Skeleton Kamikaze  
Wood Golem

### Battle Trenches



## Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- ☒ Shootable Wall



## Walkthrough



### Skeleton

Skeletons make up the backbone (no pun intended) of Garm's forces, rushing toward your heroes with single-minded determination and complete disregard for their own safety. Skeletons are perhaps the fastest opponents you have faced, able to cross large distances in almost no time.

Furthermore, Skeletons generate at a hellacious rate, often spawning faster than you can shoot. Target their generators, or use potent Turbo and Magic attacks to dispel the swelling hordes.

### Skeleton Kamikaze

Skeleton Kamikazes carry massive amounts of explosives on their backs, rushing toward characters and detonating when they reach close quarters. Skeleton Kamikazes are faster than any Kamikaze you have faced, often colliding with your heroes before you even know they are coming. Stay alert: Volley ranged fire the moment you hear a Kamikaze's cry.



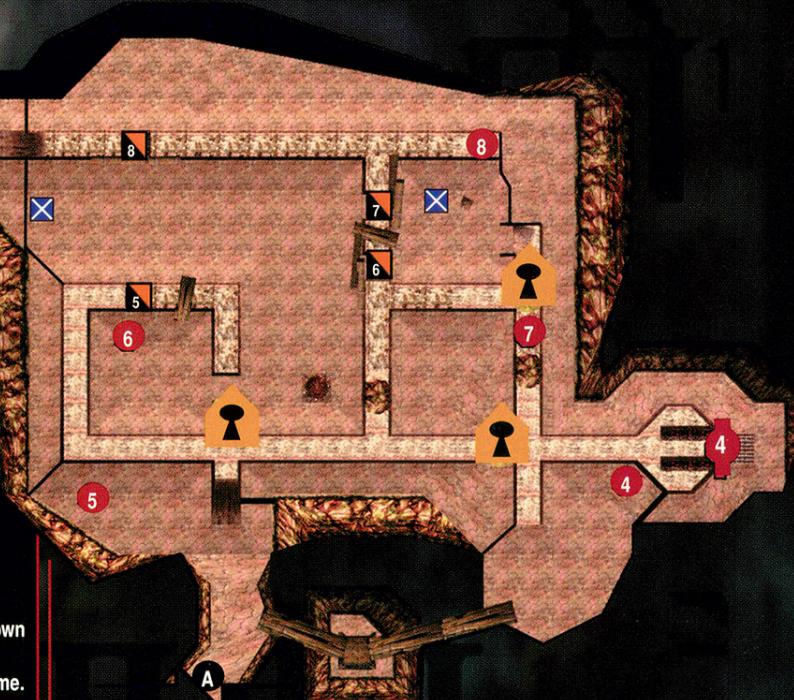
### Skeleton Bomber

Skeleton Bombers throw the same explosive charges at oncoming heroes as other Bombers do. What separates them from the pack is their rate of fire and deadly accuracy. A Skeleton Bomber can lob a second shot while the first is still sailing through the air, leading your heroes with deadly fire while retreating behind Skeletons. Target Bombers before the other enemy types.



### Skeleton Archer

These deadly Archers rapidly fire bolts at your heroes. Skeleton Archers are unique in their deadly aim, unearthly durability, and impressive speed. Skeleton Archers are also crafty, often falling behind larger groups of Skeletons and Hell Hounds as they pepper you with long-range fire. Target Archers before all other enemy types except Skeleton Bombers.



### Hellhound

Hellhounds are little more than the animated bones of a long-forgotten beast. Hell Hounds are relentless in their pursuit of flesh, rushing your heroes in enormous packs. Hellhounds are the Battlefield incarnation of ankle biters, but with enhanced speed, durability, and endurance.



### Battlefield General

Battlefield Generals are the epitome of leadership, speed, and the ability to inflict damage. They have all the same abilities as other Generals, but they are faster, stronger, and tougher. Avoid close combat with these hulking beasts.



### Wood Golem

The Wood Golem is a walking siege engine with powerful spiked clubs for limbs, propelled by a powerful armored body. Although similar in behavior to other Golems, the Wood Golem has superior strength and durability.



You begin on a relatively peaceful landing on the north side of the battlefield. A band of roving Skeletons quickly besieges you. Shatter them, then investigate the landing. When you have collected the scattered goodies, turn east and begin down a steep embankment. A Battlefield General scurries up the incline. Luckily, the General is a poor climber. As it waddles up the embankment, take it apart with long-range fire.

**Note:** Fiery balls fly overhead, occasionally colliding with the battlement wall or earthen fortifications. Early on, these siege weapons are little more than background decoration, but when you reach the Battle Trenches they are a real danger.



Continue down the embankment, careful not to wander into one of the area's many craters. Most craters exist for a reason—siege weapon fire. Press south and east, clearing out small pockets of Skeletons. To the east, pass through a pair of locked gates, using your Magic to eradicate the large horde of low-level Skeletons between them. Once through the gates, wind northward across a series of wooden

planks to reach a tower and a descending ramp.

Clear the tower of its pesky Archer, then descend the ramp. Black Death lies in a Chest at the base of the ramp. At the bottom of the ramp, cut south and move around the base of the tall Archer tower. Hellhounds and low-level Skeletons besiege you from every direction. Use a Turbo to plow the road, then replenish yourself with a Turbo Boost power-up in a crater to the east. Now press southward through packs of Hellhounds and past the flaming wreckage of catapults and siege engines.



Continue southward to find the entrance to the Battle Trenches. Pass through the stout wooden gate and clear away any Skeletons. Move west along the trenches and under a protective metal grate. Then turn south again as the trenches wind, shattering small packs of high-level Hellhounds you come across. Continue south until the passage ends in an embankment leading north. Ascend this

land ramp, pressing forward until you come across a switch guarded by a General. Lay the General flat, then flip the switch to lower a gate inside the trenches.

**Tip:** While you travel through the trenches, you come across enemy troops and Generals on the landings above you. Snipe at these enemies from the relative safety of the trenches.



With your way cleared, return to the trenches, making your way east through heavy resistance. You come to a four-way intersection. To the north lies a Supershot power-up. To the south lie Ribs in a secret alcove. To continue, head cautiously east—Kamikazes wait around every corner. Follow the trenches as they snake north then west, ascending to a higher landing. Here you have

your first encounter with a Wood Golem. Retreat back into the trenches, catching the Golem on the edge of a trench and taking it out at your convenience.



With the Golem in splinters, investigate the landing it was protecting. On the southern side of the landing is a wooden plank spanning the trenches and connecting you with a southern landing. Cross, pressing southward until you reach a large earthen ramp. Ascend the ramp, battling Skeletons on your way to a switch (2). Trigger the switch to lower a gate to the east.



Now head east to find another entrance to the trenches. Turn to the east, then north as the trenches turn, then east again when the trench splits. Pass through a locked gate and turn north, continuing until you come to another locked gate to the east. Unlock the gate, then battle to a floor switch (3). It lowers a gate to the north. When the area is clear, backtrack to the west, then turn north. Advance northward, passing a locked gate to the west, to reach a locked gate to the north.



Pass through the gate to find an exit from the trenches. A horde of Skeletons led by a General greets you. Take them out with a Turbo attack, and finish them off with ranged fire. With the path clear, go north and enter a new area of trenches. Be careful of roving Kamikazes.

**Caution:** Stay away from a series of flaming craters to the south. Siege engine fire routinely slams into these craters, doing severe damage to anyone nearby.

Proceed north, cutting east along a small wood plank bridge. Continue east along the bridge until it reaches a large landing. Battle through high-level Skeletons to reach a switch (4) to the east. This switch lowers a gate in the trenches to your immediate east. You can't reach the section of trenches from here, so head back across the wood plank bridge to the west.



**Caution:** Don't head down the nearby ramp to access the trenches. Doing so shuts the gate lowered by using switch (4).



Continue west, past the passage you used to enter the area, until you reach a new landing. Clear the area, pushing toward another switch (5). Flip it to lower a gate to the north, then enter the trenches through an entrance a few feet to the east. Once in the trenches, head west, then north as the passage turns. Wade through packs of Hellhounds, following the trench as it winds east. Follow the passage until it ends in an ascending land ramp. From there, press west to find a switch (6) that lowers a gate to the east.

# The Final Battle



Stay on the landing, moving east across a narrow land bridge. Once across the bridge, press north to engage a Wood Golem. There is plenty of room to maneuver, so dance around the behemoth and slowly chop it down. When it falls, quickly move west and destroy an oddly colored rock to reveal a floor switch. Triggering it grants you access to a small cache of goodies from the trenches to the north. With every avenue explored, head east to find a plank bridge hidden among some flaming wooden wreckage.

Go across the bridge and down a land ramp to the east to reenter the trenches. Head south, past a passage to the west. Make your way through a locked gate to the south to reach a floor switch (7). It lowers a gate to the northwest, allowing you to proceed. Now backtrack a few steps, and take the western trench you passed by moments ago. When the path splits north and south, cut briefly south to collect a Fire Shield power-up. Then take the northern passage.



Head north through the wreckage. If you have triggered all of the switches as recommended, the path should be clear. When the trench splits again, this time east and west, take the eastern passage to discover a switch (8). It lowers a gate to the west, allowing you to proceed all the way to the exit portal. Head west, ready for a procession of suicidal Kamikazes. Lay down suppressing fire, never letting the Kamikazes get too close to you as you press westward. Return to Sumner's Tower via the exit portal when you reach the end of the path.

## Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall
- Secret Room

## Fortified Towers



**Goal**  
Secret Stage Access

**Enemies**  
Battlefield General  
Hell Hounds  
Red Death  
Skeletons  
Skeleton Archer  
Skeleton Bomber  
Skeleton Kamikaze  
Wood Golem



## Walkthrough



You begin on the southern edge of the Fortified Towers. Clear the area of enemies, then proceed east to discover a floor switch (1) at the base of a tall tower. Activate it to lower a platform to your immediate left. Atop the lowered platform is a floor trigger (2), which raises a wooden cover. Beneath this cover is another switch (4). Trigger it to lower a lift to your right. Sitting beside that switch is a floor trigger (3) that lowers a gate, granting you access to another switch (5). Flip the switch to raise a platform at the top of the tower, then proceed up a ramp to the east.

You run headlong into a Battlefield General. Fall back down the ramp, letting the General charge past you. Take the General down with a well-aimed Turbo strike, then ascend the ramp to trigger another switch (6). This raises a platform to the south. Now climb higher, flipping yet another switch (7) to lower a nearby gate. Now climb higher still to trigger a switch (8) that lowers a gateway to the west.

Quickly get to the top of the tower and collect the Invisibility power-up there, then travel west along the newly-revealed wooden walkway.



After you have descended in the lift, cut west to discover an enormous pit surrounded by rows of long wooden spikes. Drop into the center of the pit and lay your enemies flat with a burst of Magic. Then go up and out of the pit via an exit to the north. Wind eastward around the base of a tower, cutting into the main support beams. A secret wall grants you access to a switch (12) inside. The switch lowers a platform with a dormant statue of Death atop it.



Dispel Death with more Magic, then trigger the switch built into the platform (13) where he was standing. This raises a gate to the south and exposes another switch (14). This switch lowers a wall at the base of a tower to the northeast. Proceed toward this new tower, flipping a switch at the base of it to summon a small mechanical lift. Hop on the lift to be whisked to the top of the northeastern tower.



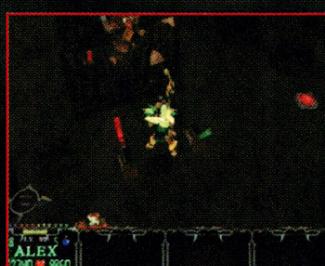
Clear away a small horde of low-level Skeletons, then trigger a switch (9) nearby. This switch lowers a gate on the far side of a tower to the west. Proceed west, activating another switch (10) to raise a platform out of the top of the western tower. On this platform is yet another switch (11). It raises a lift to the west of the tower. Wind west and hop on this lift to access the levels below.



You come to a General in front of a square corral made of wooden pikes. Beside the corral is a pair of switches (17). Destroy the General without activating the switches. When the General is down, fire a Turbo attack into the corral to awaken a Wood Golem. With the Golem trapped by the corral, take it apart at your convenience, then use one of the switches (17) beside the corral to open it and collect the Shrink Enemy power-up inside.



Atop the tower, move along the wooden battlement to the east to find a floor switch (15). Activate it to raise a platform out of the top of the tower. On the platform you find another switch (16), which lowers a gate to the north and allows you to proceed. Advance north across a series of narrow plank catwalks. Move west to face a formidable challenge.



To the north is a secret wall that reveals a floor trigger (18). Activate the switch to raise a platform from a deep shaft to the immediate east. On this platform is another switch (19). It grants you access to a full Barrel of Gold later in the level. With every avenue explored, head eastward down a plank bridge to a large wooden landing to the south. Trigger a floor switch to summon a lift, then hop aboard to be lowered into a mist-filled chasm.



**Tip:** Before you hop onto the lift, take a few shots at the southern cliff face nearby. A secret wall falls away revealing a Pojo power-up.

When you step off the lift, move southeast up a wooden ramp to reach another lift. Before stepping onto the lift, take a few shots at the western cliff face to reveal a small alcove. Inside the alcove is a switch (21) that lowers a small platform to the east. This platform contains a Key and a floor trigger that raises a wooden platform containing a Chest near a tower to the southeast. When you have triggered every switch, hop off the lift to be raised out of the chasm.



Cut through the Skeleton horde guarding the landing above. When the Skeletons are in splinters, activate a nearby switch (24) to lower a wall in the base of the tower that dominates this landing. Inside the base of the tower is a switch (25), which raises a platform from the top of the tower. Ascend a ramp from the base of the tower to reach the tower's eastern face. Take out a secret wall to reveal an alcove and another switch (23). The switch lowers a gate to the immediate right, allowing you to proceed. Rush to the top of the tower, clearing out the Bomber and flipping a switch (26).

# The Final Battle

**Tip:** If you triggered switch (22), a Chest containing a Silver Invulnerability power-up waits to the east.



The switch atop the tower lowers a gate to the north. Descend from the tower, this time taking a small wooden catwalk to the north. At the base of the tower is a small group of mid-level Skeletons protecting a floor switch (27). Battle through the Skeletons, and flip the switch to lower a large earthen platform to the east. This platform reveals another switch (28), which lowers a gate at the end of a long and winding cliff ledge. Travel north along the ledge, battling a legion of Skeletons and Hellhounds.

**Tip:** If you triggered switch (19), a full Barrel of Gold awaits you in a small alcove in the cliff face.



Follow the snaking ledge north and then east. When you reach a wooden plank bridge to the east, take a few shots at the nearby cliff face to reveal a secret switch (29). This switch raises a boulder, granting access to another switch (30). This second switch lowers a wooden corral later in the level. When you have triggered all of the switches, head east along the plank bridge to reach a heavily defended landing. A pair of Skeleton generators spawns a seemingly endless flood of undead. Use your Magic to plow the road, but save your Turbo—you'll need it soon.



Walk south along the landing to run headlong into a Wood Golem. Use the Turbo you've been saving, then fall back, peppering the wooden beast with ranged fire. When the Golem falls, flip one of the two identical switches (31) to release a second Wood Golem from a corral to the south. Let it come to you, then destroy it. When the second Golem has fallen, cautiously move south to encounter a *third* Wood Golem. Give him the same long-range love as you did the first two, then proceed south.



When you find a tower, flip a switch at its base to summon a lift. Use the lift to reach a ledge high on the cliff face. From the ledge, press northward. Trigger a switch that lowers a thick wooden gate to the north, then continue on to discover a small wooden plank bridge to the east. Cross the plank to reach a secret stage portal to the Battle Trenches. Here you can unlock Sumner, the most powerful of all secret characters. When you have finished with the secret stage, continue north to reach the exit portal.

## The Infernal Fortress



### Legend

- Trigger
- Trapwall
- Locked Gate
- Elevator Lowering
- Elevator Raising
- Shootable Wall
- Runestone
- 2 Player Bridge



You begin on a wooden walkway on the extreme west end of the Infernal Fortress. Head west and up a small wooden plank bridge when all other avenues crumble. The plank bridge leads to a well-defended landing. Press through the Skeleton guardians, then cross a rope bridge to the west. Here you find a large outcropping

holding a small horde of Skeletons and a switch (1). Trigger the switch to lower a spiked gate to the south.

Rush south along a flaming wooden wall, cutting west when you reach a walkway. The walkway is blocked by flaming wreckage, so turn southwest to access a small catwalk leading to a locked gate. Head through the gate, then turn south and traverse a lightly defended series of rope-and-plank bridges. When you reach a landing to the south, go eastward, wary of Kamikazes. Wind up an earthen ramp to the north to face your next challenge.



ahead of you. Use the lift to return to ground level.

A locked gate sits to the north, and a path leads south. Take the southern passage, turning west down a wooden bridge when burning debris blocks your path. At the end of the bridge is a switch (4) that controls a lift to the north. Use the lift to descend to a landing. Battle through a small horde of Skeletons to reach a switch (3) that lowers a gate to the east. Head back up the lift and retrace your steps until you come to the newly-lowered eastern gate.



resistance. Battle east to find an Explosive Barrel sitting next to a Skeleton generator. Aim at the Barrel to destroy the generator and a series of secret walls behind the Barrel. A switch (5) lowers a gate to the south.

**Tip:** Take shots at the south side of the pile of Crates. A pair of Crates collapses into ramps, granting you access to the goodies stored on top.

Battle through the gate, passing another pile of Crates on your way southward. You come to a set of wooden barricades to the east. Wind through the barricades, slaying waves of relentless Skeletons. The moment you clear the barricades, you must face a raging Wood Golem. There's very little room to maneuver. Fall back into the barricades, letting the behemoth get hung up on the winding passages. When the Golem falls, investigate the area it was protecting to find a switch (6).



A Battlefield General awaits you on a squat battlement to the west. Take him out, then press northward through a small army of low-level Skeletons. With the area cleared, flip a nearby switch and head through a locked gate to access a lift. The lift whiskers you to a series of rope-and-plank bridges suspended high above the fortress. Head north until you reach a switch (2) that summons a lift directly



**Tip:** Stop by the Skeleton basketball court to listen to a play-by-play of the latest game.

Three generators feed a relentless wave of Skeletons. Use your Magic to clear the area, then cut east to find a Barrel containing a Silver Invulnerability power-up. With the power-up protecting you, rush around a huge pile of Crates, and go south. There you find heavy Skeleton



**Tip:** Step back when targeting the Golem as it gets tangled in the barricades. If you are too close, the barricade may block your shots.



**Tip:** There is an Hourglass power-up inside a Chest beside switch (6). Collect it just before you ascend the lift to the north.



Flip the switch to raise a missing portion of a walkway to the north. Then turn north and trigger another floor switch to lower an adjacent lift. Use the lift to reach the top of a fortified plateau. Rush north up an earthen walkway, demolishing Skeletons. Once the wooden landing is cleared, turn to a lift on the landing's southeast side. You are lowered into a pit. Destroy the Skeleton hordes, then trigger a switch (7) nearby.



This switch raises a small platform to the north. Move to the north side of the pit, and begin taking pot shots at the criss-crossed support beams holding up the upper lift. On the extreme northern side, hidden from view, is a secret wall that grants access to an alcove beneath the upper landing. The final Runestone is in that alcove.



Now return to the upper landing via the lift to the southeast. Continue northward where you find a transporter leading to a lower level. Hop aboard, then proceed to the south along the rock ledge. At the end of the path, activate a floor switch to summon a lift.



Once on a lower level, follow the wooden walkways that wind west then north, ending at a set of transporters. Ride the transporters to a large earthen ramp. Descend the ramp to engage a horde of Skeletons. Once you've made dust of the Skeletons, press northward to find a switch (8) among a pile of Crates. The switch raises a small section of walkway to the north. Cross the newly raised platform to access a new landing.



Clear the area, then trigger a switch at the base of a tall tower to summon an adjacent lift. Use the lift to ascend to a series of wooden catwalks. The first two catwalks are damaged beyond repair and collapse as you approach them. Cross the third, northernmost catwalk. On the other side, head south, then east to reach a far landing. On this landing are a series of gates and switches. Start by flipping switch (9).

# The Final Battle

Flipping the switch opens the southernmost gateway, and reveals a dormant statue of Black Death. Use your Magic to dispel the reaper, then access the switch (10) beneath him. This switch opens another gate. Move from gate to switch, opening every gate. When you have exhausted all of the switches on the northeast wall, move to a tower to the west and trigger switch 15. Then move to the northwestern wall, opening gateways and triggering switches.



When you have triggered switch 17, move west to engage a Battlefield General. Take him out with your best Turbo attack before moving to a switch to the south. This switch raises a lift to the upper battlements, allowing you to descend into a series of stacked Crates. Move southward, winding through the labyrinth-like stacks until you find switch 18.

**Tip:** Blast discolored Crates. They collapse to form ramps, allowing you to collect the treasure on top of the stacked Crates.

Switch 18 lowers the gate blocking the exit portal. When you have found the switch, move northward, passing through a locked gate on the west end of the Crate warehouse. Move up a wooden ramp to the west and engage the Skeletons and a General guarding the exit portal. When the Infernal Fortress is finally silent, pass through the portal.



## Garm's Citadel

**Goal**  
Defeat Garm

**Enemies**  
Garm  
Phantoms

## Walkthrough

When you return from The Infernal Fortress with the 13th Runestone, use the Runestone to raise a final portal, which you will use to battle Garm.

You have one opportunity to stock up on power-ups before the final battle. Don't hold back. If you have Gold, use it. Make sure you are at maximum Health, double up on Amulets, as well as 3-Way Shot and Rapid Fire power-ups. Max out your number of Potions. Although they are virtually useless against Garm, they are greatly effective against the Phantoms that Garm spawns.

Also consider a Phoenix Familiar power-up, a double dose of Invulnerability, and a Supershot power-up. Purchase several of the same kind of power-up to increase the duration of its effects.

If you don't have the funds to purchase the power-ups you need, replay a battle with one of the early bosses. The treasure you receive for defeating the boss should be more than enough to fund the final battle with Garm.

## Garm Attacks

### Lightning Strike



By channeling his dark energies, Garm casts bolts of purple lightning from his eyes, causing extreme damage to your heroes. This is Garm's most common attack. Any character caught in the tight arc of damage from the lightning strike is injured and stunned.

Stay mobile to avoid the brunt of the lightning strike. Garm has an uncanny ability to catch you with the tail end of this attack, even when you are moving.

However, you can minimize the damage by jumping out of the way.

### Energy Blast



By raising his left arm, Garm can focus his energy into a ball of annihilation. This blast rockets toward your characters, exploding on impact. The initial impact causes extreme damage. The concussive effects of the explosion cause additional injury and can effect several heroes at once.

When you see an energy blast forming in Garm's left hand, start moving. The bolt, although accurate, is aimed at the position you occupied when the blast was formed. If you move, the blast almost always misses.

### Shockwave



Garm brings his mighty hands together to create a massive concussion wave that arcs out from his body, damaging any characters in its path. There is little you can do to avoid the blast, other than moving to the edges of the Citadel. Even at the extreme edges, you are often stunned and injured.

### Summon Phantoms



As you inflict damage, pieces fall from Garm's body. A pair of Phantoms is spawned from each piece. The Phantoms mercilessly pursue your heroes, casting powerful bolts of lightning and inflicting extreme damage.



When Phantoms die, their spiteful spirits rush at you in one last attempt to inflict damage.

Keep a satchel full of Potions to deal with the Phantoms. When a pair of Phantoms is spawned, use your Potion immediately. Then move quickly—the vengeful spirits of the Phantoms will rush to your last position.

## Battle Strategy



If you have followed our recommendations and stocked up for your battle with Garm, the opening moments of the confrontation should be relatively easy. Garm attacks slowly, and with the effects of the various power-ups you've purchased, you should quickly have Garm down to 75 percent Health. Expect a steady but relatively slow stream of lightning strikes and energy blasts, with the occasional shockwave thrown in for spice.

As you damage Garm, pieces of him fall to the Citadel floor. Two (and sometimes three) Phantoms are spawned from the rubble. Wait until the Phantoms are fully formed, then blast them with your Magic. *Do not underestimate a Phantom's ability to injure you.* If you ignore them, the Phantoms alone can easily inflict half of the combat damage you will incur while battling Garm.

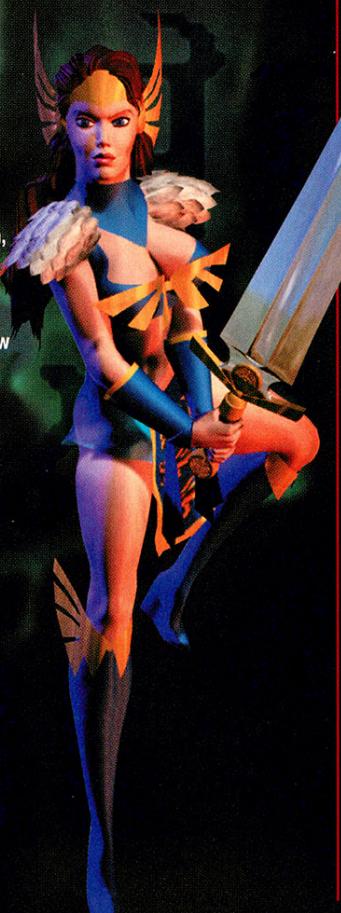


Once Garm reaches 50 percent Health, his attacks come faster. He forms energy blasts much more quickly, and launches them earlier. Lightning strikes become almost continuous. Stay mobile, taking a few shots at a time before resuming your flight. If you stand in one spot too long, Garm will make you suffer for it.



Near the battle's end, Garm's body begins to crumble. This means you must face an abundance of Phantoms in addition to Garm's desperate attacks. Use Turbo attacks to hammer him while inflicting collateral damage on the Phantoms. Garm's arms, legs, and finally his spanning wings collapse. Hammer away, never staying in the same spot for more than a few seconds.

If you stay mobile, hammer Garm relentlessly with ranged fire, and use a combination of Turbo attacks and Magic to eliminate the Phantoms, Garm will crumble. Once the imposing granite statue is rubble, the frail, tattered body of the pathetic wizard falls to the ground. In moments it has dissolved into purple goo. You are triumphant, having defeated every evil obstacle placed before you. Return to Sumner's Tower for a well-deserved celebration.



# Secret Stages

## Secret Stages

Secret stages can only be accessed by secret stage portals scattered throughout the eight realms. Each secret stage contains 25 Tokens. You must collect all 25 Tokens in the brief time allotted to unlock a secret character.



In Sumner's Tower, access the Manage Character screen. From there, you can scroll through the available characters. You begin with access to the eight main characters. If you have unlocked a secret character, you can choose that character. The unlocked character begins at level 1, with no Crystals, Golden Icons, or items.

## Crop Circles

Location: Ghost Town (Forsaken Province)  
Secret Character Unlocked: Medusa

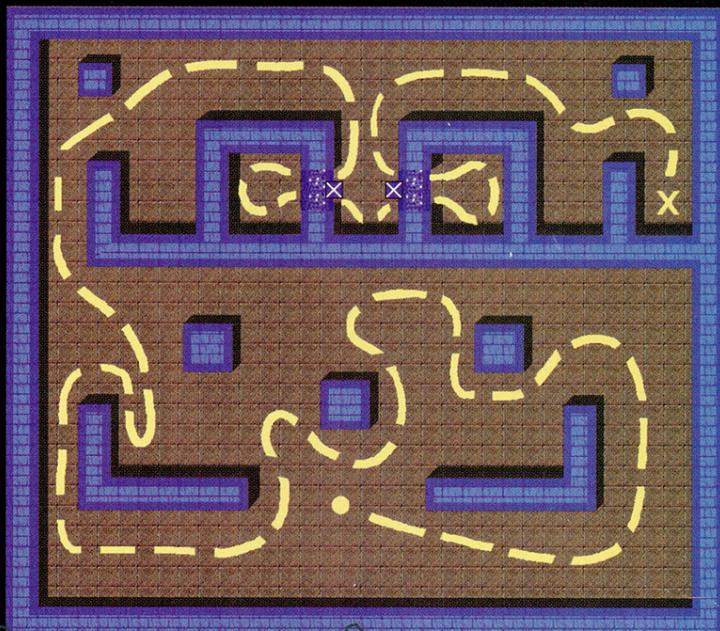


Crop Circles is a relatively simple secret stage. Begin by winding west, collecting every Token you find. Most Tokens are easy to see.

## Gauntlet Classic

Location: Dagger Peak (Mountain Kingdom)

Secret Character Unlocked: Minotaur



Destroy a pair of secret walls to get to the coins inside. Make it quick—the clock is ticking!

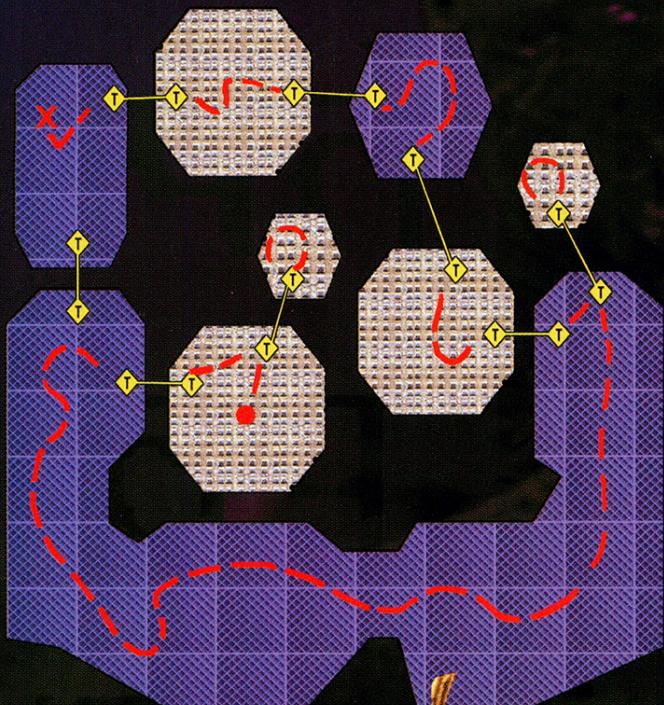


If you are a fan of the classic *Gauntlet* arcade game, this level may look familiar. Faster characters have an easier time of it, but even the slowest ones can complete the level—as long you move methodically.



## Space Station

Location: Dungeon of Torment (Castle Stronghold)  
Secret Character Unlocked: Falconess



Use the transporters to hop from platform to platform. Don't skip a single transporter. Every platform contains at least one Token, and one missing Token is all it takes to fail this secret stage challenge.



## Cloud 9?

Location: Toxic Spire (Sky Dominion)  
Secret Character Unlocked: Unicorn



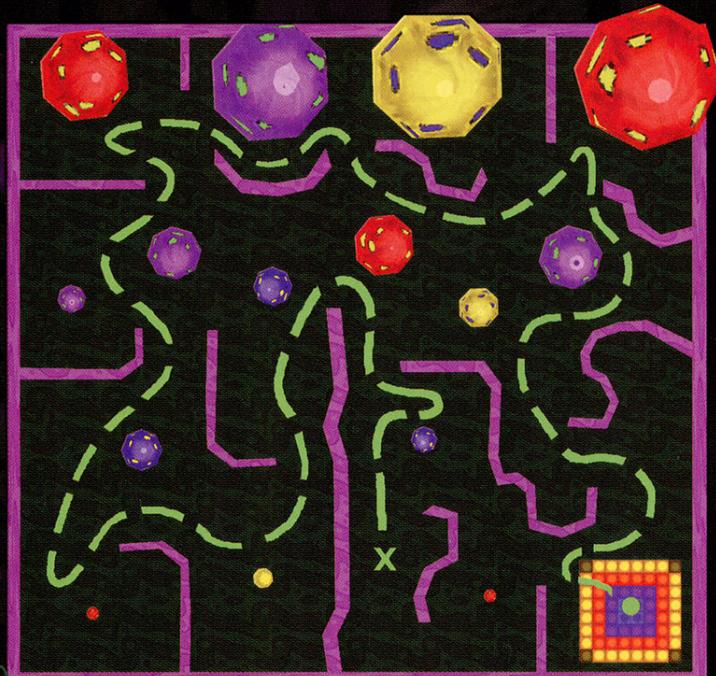
You begin standing on a sea of puffy white clouds. Move toward the first floating Token. From the moment you move, the Tokens slowly move toward you. After you collect the first Token, line up with the second. This secret stage is unique because you can't go back. You move on a long conveyer belt, with control over only your lateral movements.

The angelic scenery is about to change for the worse. Heaven gives way to hell, with puffy white clouds replaced by gouts of flame and brimstone. Continue to line up with one Token after another, using the map to guide you. Often, the next Token is beyond your field of vision, and it only comes into view when you have already begun moving toward it. Stay the course and unlock the secret character.



# Psychedelic Chamber

Location: Ancient Tree (Forest Realm)  
Secret Character Unlocked: Tigress

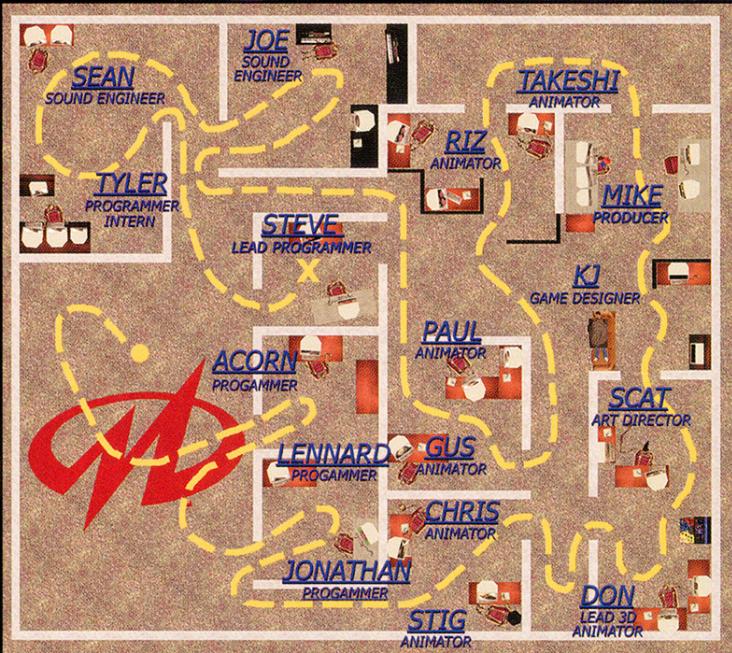


This is one of the more difficult secret stages of the game. There is barely enough time to navigate the twists and turns of the colorful landscape before time runs out. Worse, the undulating mushrooms often obscure your view of the Tokens, making them harder to find. Keep moving—there is a lot of ground to cover.



# Midway Lab

Location: Temple of the Magi (Desert Lands)  
Secret Character Unlocked: Jackell



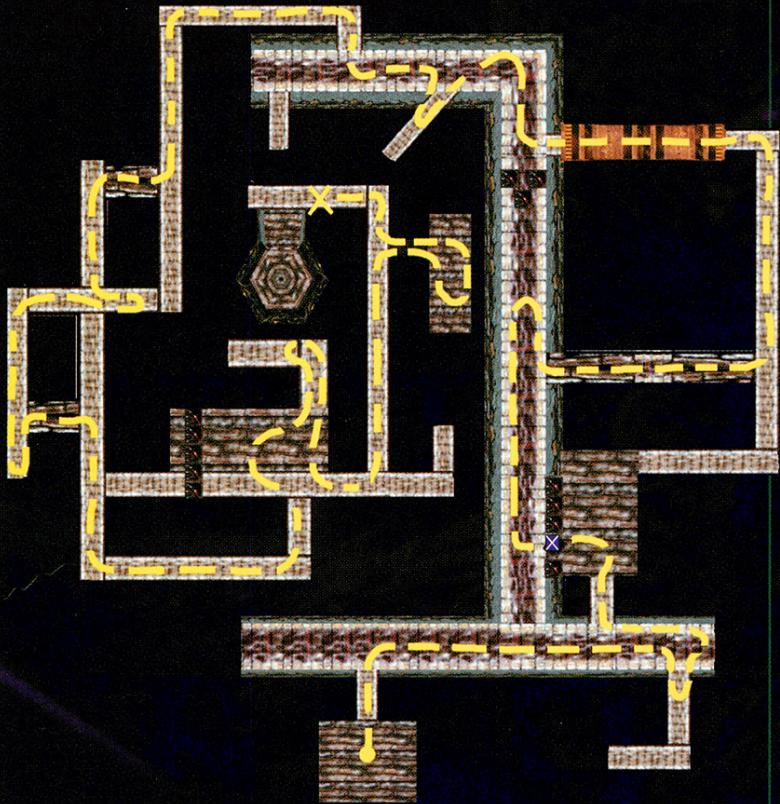
Occasionally, Tokens are tucked into easy-to-miss corners. If you can't see a portion of a room, move until you can; a Token may be hidden there.



This secret stage has more nooks and crannies than an English muffin. Leave no room unexplored, and be methodical in your search—it's easy to get lost here.

## Docks

Location: Arctic Docks (Ice Domain)  
Secret Character Unlocked: Ogre



The Docks are a winding labyrinth, filled with split paths and dead ends. Often, you can find single Tokens at the end of blind docks.



Destroy crates with quick bursts of ranged fire. You need only destroy one crate to progress.



## Pojo's Henhouse

Location: Haunted House (Dream Realm)  
Secret Character Unlocked: Hyena



Pojo's Henhouse is a freak show of a barnyard with split wood fences. Move quickly—you have a lot of ground to cover. Cut into the barn to reveal a Token.



There's an easy-to-miss hidden Token in the northernmost stall of the Henhouse. Find it, because even one missed Token will deny you the Hyena.

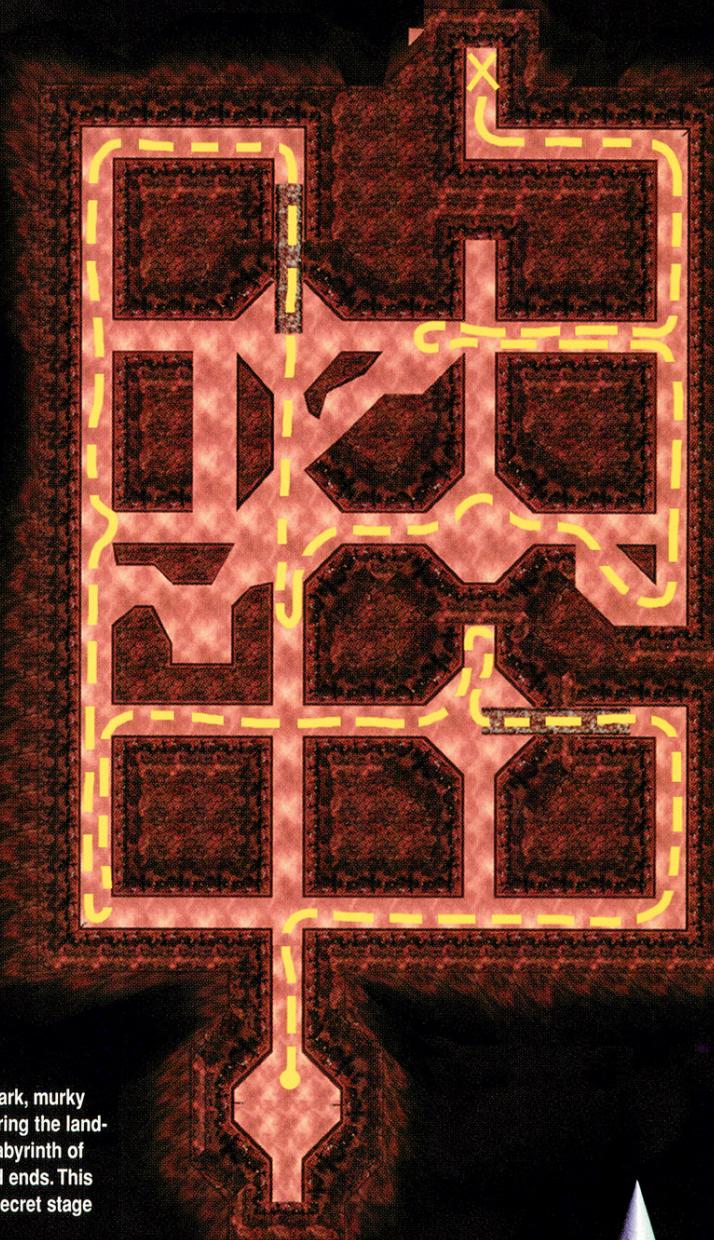


## Battle Trenches

Location: Battlefield Trenches (Battlefields)  
Secret Character Unlocked: Sumner



The Battle Trenches are a dark, murky place, with shadows obscuring the landscape. The trenches are a labyrinth of intersecting paths and dead ends. This is by far the most difficult secret stage of the game.



## Codes

# Secrets Unlocked

There is a variety of secret codes and passwords that unlock special game modes and characters. Enter the codes in the spot where you name new characters. You only get to utilize one special character or game mode at a time.



S&M Dwarf is among the more twisted secrets locked deep within this game.

Although your character looks different, it still has the same characteristics as the character type on which it's based. For example, cheerleader Valkyrie is still a Valkyrie, with all of her strengths and weaknesses.

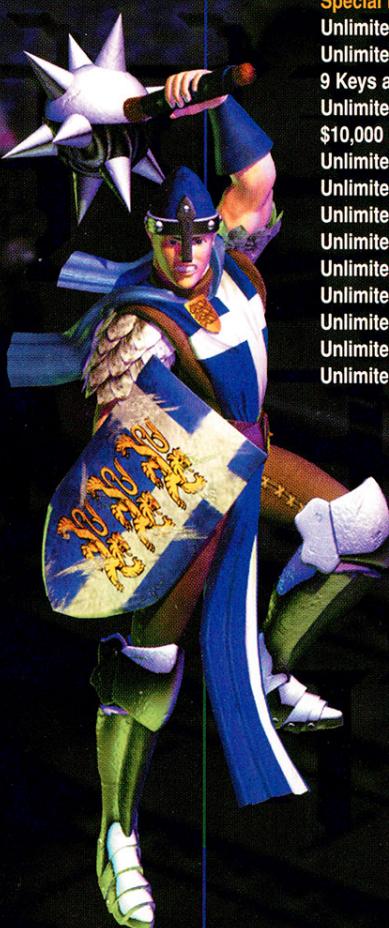
## Special Characters

Character	Code	Special Character
Dwarf	ICE600ICE	General
Dwarf	NUD069	S&M Dwarf
Jester	STX222	Happy Face
Jester	KJH105	Chainsaw
Jester	PNK666	Punkrock
Knight	BAT900	Battle General
Knight	TAK118	Ninja
Knight	STG333	Employee Stig
Knight	KAO292	Waitress
Knight	CSS222	Ex-Employee Chris
Knight	RIZ721	Football Dude
Knight	DIB626	Manager Mike
Knight	SJB964	Karate Steve
Knight	ARV984	Created By Don
Valkyrie	TWN300	Town General
Valkyrie	AYA555	School Girl
Valkyrie	CEL721	Cheerleader
Warrior	CAS400	Castle General
Warrior	MTN200	Mountain General
Warrior	RAT333	Rat Knight
Wizard	GARM99	Regular Garm
Wizard	GARM00	Sickly Garm
Wizard	DES700	Desert General
Wizard	SKY100	Sky General
Wizard	SUM224	Sumner



You can also activate several special game modes. You can only use one special game mode at a time, but you can use a special mode with any hero. These codes are activated the same way as codes for special characters.

## Game Modes



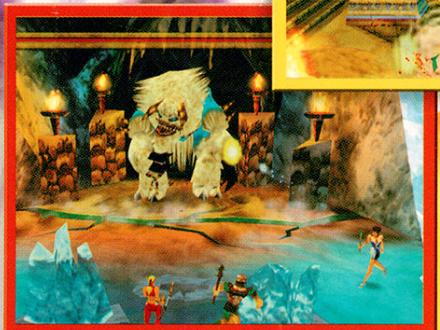
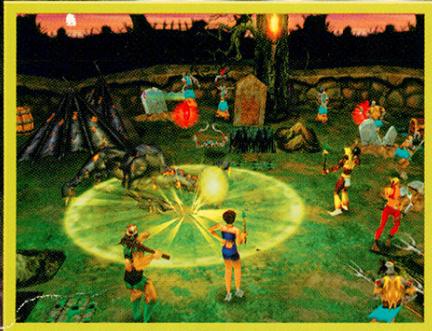
Special Mode	Code
Unlimited Supershot	SSHOTS
Unlimited Invulnerability	INVULN
9 Keys and 9 Potions per level	ALLFUL
Unlimited full Turbo	PURPLE
\$10,000 Gold per level	10000K
Unlimited Halo and Levitate	1ANGLI
Unlimited Shrink Enemy and Growth	delta1
Unlimited Invisibility	000000
Unlimited X-ray Glasses	PEEKIN
Unlimited Rapid Fire	QCKSHT
Unlimited 3-Way Shot	MÉNAGE
Unlimited Extra Speed	XSPEED
Unlimited Reflective Shot	REFLEX
Unlimited play as Pojo	EGG911



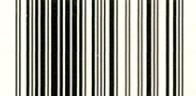
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Electronic Entertainment  
Platform: PlayStation® 2 computer  
entertainment system

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